NINTENDO • SEGA • SONY • 3DO • ARCADE • ATARI • PC CD-ROM

COMPUTER AND VIDEO GAMES

£2.45
68.00 ASCH
$6.50
9,500 L
#173
APRIL 1996

ALIEN TRILOGY: PlayStation
ULTIMATE MK3: Saturn
KILLER INSTINCT2: Arcade
MAGIC CARPET: PSX/Saturn
TERRANOVA: PC CD-ROM
DESCENT: PSX/Saturn
WIPEOUT: Saturn
REAL BOUT: Arcade

FIRST LOOK! STREET FIGHTER ZERO 2

CAPCOM BLOOD-FEST!

STREETFIGHTER ALPHA

REVIEWED ON SATURN & PLAYSTATION

SPLAT! VAMPIRE HUNTER SATURN

SLASH! DARK STALKERS PLAYSTATION

GORE! RESIDENT EVIL PLAYSTATION



NINTENDO DELAY ULTRA 64! PLUS FINAL FANTASY VII HITS PLAYSTATION!



ecstasy

know the score

If you take ecstasy you're a human guinea pig because no one yet knows what the long term effects are. Loads of people have a good time without E.

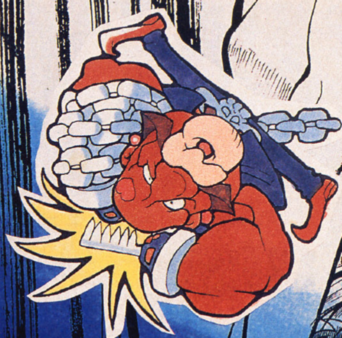
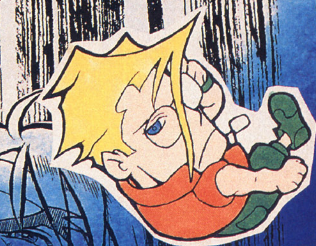
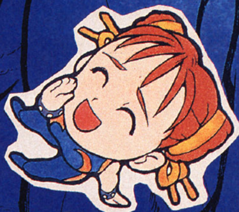
The effect on the brain can make you feel good but it may also lead to depression, anxiety, panic and permanent brain damage.

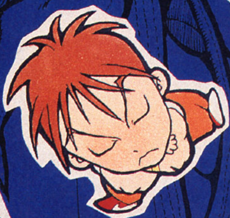
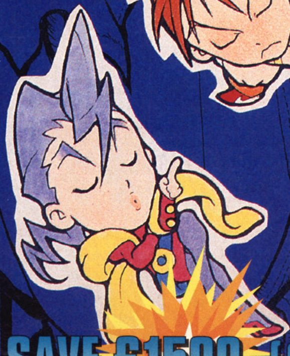
Your heart rate speeds up, which combined with long periods of energetic dancing in a hot atmosphere means you could overheat. Drink a pint of water an hour if dancing, chill out regularly and keep your salt levels up to reduce this risk.

Even if the drug has been taken before it can lead to kidney and liver failure. Mixing E with other drugs or alcohol will increase the risks.

national drugs hel?line
0800 77 66 00

If you'd like more information or a talk, call us free and in confidence. Your call won't show on the bill.


 [SEE PAGE 34 FOR DETAILS]

CONTENTS



COVER STORY CAPCOM

STREETFIGHTER ALPHA

P 34

It's so good we gave it 100%. Well, almost. Nevertheless we give you more than enough reasons to seek out this better-than-perfect arcade conversion from Capcom!





DARKSTALKERS AND VAMPIRE HUNTER

P 30

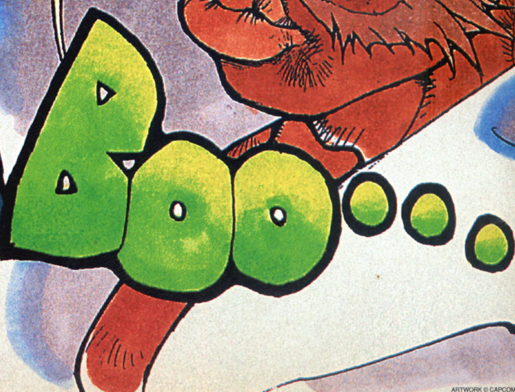
More spectacular Capcom action, with games regarded by some as being technically better than Alpha! Judge for yourself by reading our special report.

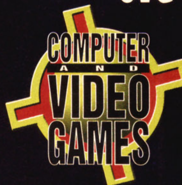


ALIEN TRILOGY

Definitely the greatest video game translation of a movie we've ever seen!

P 64





ISSUE # 173
APRIL '96

REGULARS

PREVIEWS

WORK IN PROGRESS

REVIEWS

32-BIT

16-BIT

STREETFIGHTER ALPHA

LOADED

Still as big a sensation on Saturn as it was on PlayStation all those months back. We visited Gremlin to get the lowdown on all their current projects.





▲ Loaded running on Saturn. There are differences.

P 20

WIPEOUT

WE TAKE OUR FIRST LOOK AT WIPEOUT ON SATURN. DO YOU WANT THE GOOD NEWS OR THE BAD NEWS FIRST? WELL, HOW ABOUT ALL THE NEWS THERE IS TO KNOW!





▲ Looks identical to the original here, but just how close is it?

P 84

EDITORIAL

EVEN THE BEST GAMES ARE UNWORTHY!

Please bear with me on this one, as it's likely to seem crazy at first: Strange that no game has ever received 100%, isn't it. Obviously none are so poor as to deserve 0% – even the worst kinds function. Still, how many times have we experienced perfection and shied away from acknowledging it? I'll name five here, no doubt you can think of at least that number again: *Super Mario Kart*, *Tetris*, *Doom*, *Tempest 2000*, *Street Fighter Alpha*. Dangerous talk!

Nobody will ever create the perfect game, but there have been many perfect achievements in the history of video games. Time will always dictate that improvements are made. We accept that one year's greatest game is likely to be superseded the next. Sometimes giants topple in the space of a month. We're used to it. Point is that until we start recognising the 100% realisation of a given ideal, I'm afraid we have a flawed evaluation system on our hands. You'll notice that *Street Fighter Alpha* doesn't receive what it deserves this month – though it is an exact replica of its arcade parent, plus enhancements. This is because you had no prior warning. From now on though Computer and Video Games is going to wield the system it created with the authority it deserves. Possibly even rethink our process of trustworthy recommendation altogether.

Meanwhile, I hope you enjoy this issue of the UK's number one games magazine. We all worked very hard bringing it to you.

PAUL

THE STAFF...

EDITOR:
PAUL DAVIES
DEPUTY EDITOR:
TOM GUISE
ART EDITOR:
TOM COX
DESIGNER:
JAIME SMITH
STAFF WRITER:
ED LOMAS
EDITORIAL ASSISTANT:
PHIL DAWSON
CONTRIBUTERS:
RICH 'SEZ' LEADBETTER, DAVID SJ HODGSON, CAL JONES, JO WOODFORD, STEVE MERRET
THANKS TO:
PHIL KIPLING, MARTIN AT THE VIDEO GAME CENTRE, MARK MASLOWICZ
SPECIAL THANKS TO:
STEVE LEIGH AND STEVE MCKEVITT AT GREMLIN, JAMES BEAVEN, AND GARY HARROD

Editorial and advertising:
0171-972 6700
Editorial fax:
0171-713 6701
Advertising fax:
0171-216 6219
Subscription and Back Issues:
(9.30–5.30 Mon–Fri):
01858 468888
CVG Headquarters: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.
ADVERTISING MANAGER:
Maria Clarke
DEPUTY AD MANAGER:
Chris Perera
SYSTEMS MANAGER:
Sarah-Jane Leavey,
PRODUCTION MANAGER:
Gary Lord
SYSTEMS AND PRODUCTION CO-ORDINATOR:
Sarah Best
PROMOTIONS MANAGER:
Saul Leese
PRODUCT MANAGER:
Vicky Jacobs
EXECUTIVE PUBLISHING DIRECTOR:
Graham Taylor
PUBLISHER:
Harry Attrill
SUBSCRIPTION ENQUIRIES TEL: 01858 468888 RATES (includes postage and packing): 12 ISSUES UK: £29.00
AIRMAIL EUROPE: £41.00
AIRMAIL ZONE 1: £64.00
AIRMAIL ZONE 2: £64.00
REST OF WORLD SURFACE: £35.00
BFPO: £29.00,
EIRE: £29.00
PRINTED IN THE UK BY: St Ives PLC, Peterborough
DISTRIBUTED BY: Frontline

ISBN NO: 0261-3597

MAKE A DIFFERENCE!

WIN A YEAR'S SUBSCRIPTION TO CVG!

Here is your chance to make an impression on the computer and video games industry, by voting in the prestigious Golden Joysticks Awards. As an avid reader of CVG, you no doubt reckon that your opinion is every bit as valuable as ours. We don't just think it is, we KNOW it is!

In order that your voice is heard by the companies who create the games you play, EMAP Images created the Golden Joysticks – an annual awards ceremony in which the biggest achievements of the past year are recognised not by us, but by Y-O-U!

Every serious entry we receive is treated with utmost respect, and passed on to the The Powers That Be for compilation into a chart. Simple, right?

What's in it for you is one of TEN free subscriptions to CVG – something which you'll find invaluable over the coming 12 months. You'd better believe it! The winning entries – to be pulled out of a hat – will be announced in the June issue. To make things easier, we've divided everything into categories. We've even gone so far as to create a special entry form. All you need do is tell us who you think deserves recognition in the areas you feel you know something about. Don't worry if you can't judge all categories – where we see a blank space, we'll just take it as a no vote. Good luck in the competition, and thanks for entering. With a bit of luck, next year will see the UK market offer even greater games because of it! Just think...

PETS NOT ALLOWED

Most of these categories are pretty obvious. However here are some examples for the ones that aren't:

BEST LICENSED...

Refers to those games that are based on a popular film, book, or television series – ie Batman

BEST ORIGINAL...

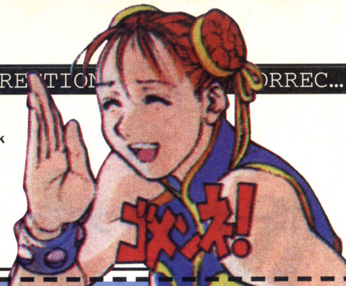
Vote for any game you feel has succeeded by producing something you've never experienced before.

BEST TECHNICAL INNOVATION

We're talking anything here from controllers to super consoles and PC boards. Any piece of useful new hardware.

BEST ... DEVELOPER

Not people who treat machines like they're raising chickens. Basically who has produced the best games overall.



TION...COUNTER CORRECTION...CORREC...

In the *Street Fighter Alpha* review we mention how Alpha Counters are performed as a Hurricane Kick motion (quarter circle down to back) followed by punch or kick. This is incorrect. The text should read reverse Hurricane Kick motion (a quarter circle from back to down) followed by any punch or kick.

BEST COMPUTER ADVERTISEMENT

BEST CONSOLE ADVERTISEMENT

BEST HAND-HELD GAME

BEST LICENSED 32-BIT CONSOLE GAME

BEST CONSOLE ADVERTISEMENT

BEST LICENSED COMPUTER GAME

BEST ORIGINAL COMPUTER GAME

BEST ORIGINAL 16-BIT CONSOLE GAME

BEST ORIGINAL 32-BIT CONSOLE GAME

COMPUTER GAME OF THE YEAR

16-BIT CONSOLE GAME OF THE YEAR

32-BIT CONSOLE OF THE YEAR

BEST CONSOLE DEVELOPER OF THE YEAR

BEST COMPUTER DEVELOPER OF THE YEAR

BEST TECHNICAL INNOVATION

SOFTWARE HOUSE OF THE YEAR

NAME.. AGE ....
ADDRESS...
....
....

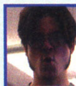
PHOTO-COPY THIS FORM IF YOU WANT TO PRESERVE YOUR MAG!

Metal Warriors



Paul Davies

We must improve CVG to make it the most exciting and useful piece of video game literature on the market. Together we, along with the rest of the team, will not rest until our mission here is done. We are going to work this magazine like it has never been worked before. Heed our warning earth people. Play list: SF Alpha, Dragon Quest VI, Vampire Hunter



Tom Guise

We must improve CVG to make it the most exciting and useful piece of video game literature on the market. Together we, along with the rest of the team, will not rest until our mission here is done. We are going to work this magazine like it has never been wor...!? Hey, where am I? Who are all these people? Play list: SF Alpha, Fighting Vipers, X-Men.



Ed Lomas

This month Ed has been unnaturally at one with Guardian Heroes and Ultimate Mortal Kombat 3. In anybody else's hands, they are mere games. With Lomas they are much more – they become extensions of the essence of Ed. Next month Ed becomes CVG online. Play list: Guardian Heroes, SF Alpha, Ultimate MK3, Sonic CD



Jaime Smith

To be honest, nothing much has changed with Jaime from last month. He's still in love with SF Alpha, and he's still showing off with it. But who's to complain when the result is an awesome combo guide, helping explain the virtues of Alpha in our extensive review? Not us! Play list: SF Alpha, Namco Museum 2, Fighting Vipers



Tom Cox

"Tom Guise, how do I loath thee? Let me count the ways: One, two, three, four...er...four plus one, four plus two, four plus three, ONE HUNDRED!!! Yeaargh! Owaargh! Eeeeurrgh! Huh! Hah! Heh! Destroy him! Make him cry! Run him over with my van!" Play list: Road Rash on PlayStation



Phil Dawson

Say hello CVG's newly appointed Pencil Monitor. As of now Phil is working alongside the rest of the team to ensure that you are always the first with inside info on the greatest games around. Phil's okay, so long as you don't show him a pair of scissors. Play list: Zero Divide, SF Alpha, Weapon Lord, Skunny Kart

connected

the wired-up gaming news section

This month's news section pretty much speaks for itself: Virtua Fighter 3! Final Fantasy VII on PlayStation! And shock news of yet another Nintendo 64 delay! Can Square's recent switch from Nintendo to Sony be attributed to this? Or does the story run deeper? We give you our view. Finally - can you believe it - first hands-on experience of id's Quake!!!

VIRTUA FIGHTER 3 – THE FIRST PICTURES!

After months of rumours and speculation, Sega finally made an official announcement at the Japanese AOU arcade show last month, about their biggest title ever . And to coincide with this news, they've given the Japanese press a look at the game. The first definite fact is that VF3 uses the all-new Model 3 coin-op board. According to Yu Suzuki, the head of Sega R&D, this board is capable of generating one million polygons per second. That's three times as many as the Model 2 board. Running at 60 frames a second, this makes for around 16,500 polygons per frame! Amazing as this figure is though, it's seen only as an average performance for the board, not the maximum!



On top of this, the board is able to generate texturing and gouraud shading with incredible ease. Most coin-op hardware (even the most powerful like Model 2) are slowed down by these operations, but Yu Suzuki confidently states that Model 3 is completely unaffected, allowing them to produce amazingly detailed full-colour texturing and super-realistic light-sourcing.

To get a better idea of what VF3 is going to look like, you need only look at the detail of the Virtua Fighter CG portraits collections. These SGI-generated picture CDs (available only in Japan) depict each fighter in incredible detail. VF3 is said to be at least as detailed as these, possibly more so. In fact, Japan's no.1 coin-op publication, Gamest, having seen the game moving, claim the characters "look so real they make VF2 characters look like dolls."



▲ *This IS Dural from Virtua Fighter 3. Smooth-edged and reflective!*



▲ *A first look at one of VF3's new characters. Who is she though?*

So, what's new in the game? Well, as you probably know, there are two new characters - a Japanese female and one described as a 'fatso', who's a wrestler. What their fighting styles are, is still shrouded is secrecy, as is the much-speculated-about plot. However, supposedly it involves the Virtua Cops arresting the fighters. Weird stuff.



AND... ridiculously early as it is, Yu Suzuki also made a statement about the possibilities of a Saturn conversion. He said that the performance of the Saturn is improving daily, however games that are possible on home machines aren't made for coin-ops. However, he didn't rule out the likelihood of a Saturn version. "I'd go for recreating the essence of the game rather than just the appearance and the graphics."

COOL SONY GETS SQUARE!

In what must be the most chilling piece of news in recent history, ace Japanese developer Squaresoft has announced that it "is changing its strategy of providing software only for Nintendo." Meaning that the company has designs on producing for the PC, but more significantly that the next Final Fantasy is being dedicated to Sony's 32-bit PlayStation, not Nintendo 64! Moreover, Squaresoft is ceasing all commitments to the Super Famicom (Super NES) after its fifth 1996 release in May.

A spokesperson for Squaresoft, game counsellor Conan E Chamberlain, is quoted as saying, "the reason for Square's strategic change at this time can be attributed to differences of opinion with Nintendo with regard to future software development, distribution, etc." Specifically the delay of Nintendo 64 was mentioned as contributing to the decision. That and the fact that both Saturn and PlayStation already have a good-enough user base in Japan to support Square's products. Simply, "the nature of the industry has changed", he said. And added, "with the rise of the new next-generation systems, we feel we can make more money by supplying software to them instead".

No statement has been issued by any heads of Nintendo just yet, but CVG is immeasurably shocked by this decision. Nobody has been closer to Nintendo than Squaresoft these past years, but silicon cartridge is apparently no use to the company, as you will discover in the Final Fantasy VII story. Though future Nintendo/Squaresoft projects seem remote, we doubt Enix will be allowed to have the Bulky Drive all to themselves!





▲ *One of the stunning 3D FFVII city-scapes.*



▲ *Observe this room from any angle.*



▲ *Newcomer 'Barret'. Note the all-new energy bars.*

FINAL FANTASY VII

~~NINTENDO 64~~ PLAYSTATION!!!



▲ *Battle action like you've never seen before in an RPG!*

Remember how all the magazines have been showing you the awesome Final Fantasy VII on Nintendo 64. Well it isn't destined for Nintendo 64 any longer – it's due for PlayStation this Christmas. In fact, judging by this story, you may have difficulty believing it was ever destined for Nintendo's machine at all!

The problem isn't hardware, let there be no doubt that N64 is the ultimate piece of kit, it's one of storage. According to a Japanese spokesperson for Squaresoft, "for the creator to satisfy users with a new type of entertainment, you need lots of ROM. We decided to do PlayStation because it uses CD-ROM." Considering FFVII is to be contained on two discs, totalling one gigabyte, 1000 megabytes, of information, you begin to undertsand the company's reasoning. Plus the cost is announced as ¥5 800 (£40), whereas the 24-Meg Super Famicom FFVI originally sold for ¥11 400 (£80). This whole situation is one heck of a confidence vote for PlayStation in terms of all round capabilities. Just look at what's in store!

real-time polygon world

Everything you see is claimed to be generated in real-time. That's all the locations, the inhabitants, main characters – everything. Meaning that every scene is generated as a 3D polygon model, which can be viewed from any angle. This is true for converstion, and exploration scenes, as much as it is for battle sequences. The latter are something else!

Because all the characters are generated as polygon models, even the largest monsters can shrink to midget size if viewed from afar. Warring parties may be viewed from behind the heroes, from the side, or through the eyes of your enemy. Anything seems possible. On a more ocnventional note, FFVII looks to have retained the Time Gauge 'Active Battle' option from previous games – where the faster characters are able to move before slower, stronger ones.

arms check

The inclusion of modern weapons such as the Gattling Gun belonging to new character Barret, means that party members on the back row may still cause untold damage to the enemy. Also, the new technology at work here means that weapons are seen to change on screen if replacements are selected. In the sprite-based adventures a character's appearance always stays the same.

More on this phenomenal news event in next month's 'revamped' Issue of CVG.



▲ *Both pics demonstrate the powerful 3D engine that drives FFVII. It is like nothing you have ever seen before!*

VIRTUA FIGHTER 2 – NURSERY EDITION

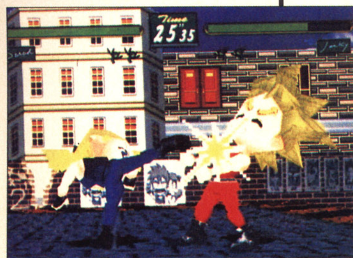
With VF3 finally emerging and development continuing on the Sonic beat 'em up (the latest addition to the line-up is Knuckles), AM2 have turned their attention to a bizarre hybrid of the two – called Virtua Fighter Kids!

Obviously the big heads and short arms of the Sonic fighters appealed to the programmers, because that's how this Virtua Fighter 2 spin-off looks too. All the characters from the game are featured, together with all the backdrops, however the style is considerably different. Currently only Jacky and Sarah have been revealed, together with their backdrops and the Bryant-versus Chicago stage. As you can see from the pictures though, the graphics are more colourful and gamey than in VF2, and although they look less realistic, they're just as detailed.

Particularly amusing are the childish portraits on the character select screen, and this light-hearted look is the main theme of the game. Pick your character and they pull a big cheesy grin. The number of rounds won is indicated by blossoming flowers. Also, the fighters are much more expressive, pulling pained faces when hit.

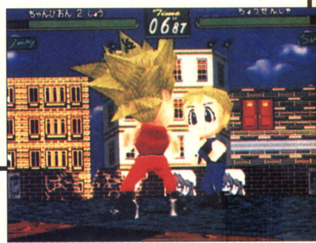
Other new features are obviously derived from AM2's latest combat game – Fighting Vipers. When hits connect, a spang mark appears, and certain moves cause a replay to cut in, even during the middle of a round. Similar to when you break armour off your opponents in Fighting Vipers.

Whether VF Kids has more simplistic gameplay to match its looks, remains a mystery. Hopefully it'll prove just as indepth as VF2, perhaps with even more techniques. With any luck, we should be able to get hold of a test version and give you more info real soon.





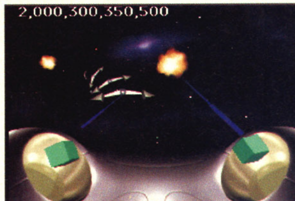




CONTROL THE SATURN SPACESHIP!

Another incredible Saturn secret to come out of Japan is that there's a hidden game included in all current versions of the machine! To access it you must own any of the "First Generation" Saturn titles: Daytona USA, Virtua Fighter, Victory Goal or Clockwork Knight. Start up the Saturn without the CD in the machine, and go to the CD screen. Insert one of these games, press the play button and play the whole CD through from start to finish non-stop. While the music is playing, you have to move the "Pitch Change" option from the top to the bottom and back again every five seconds. Go right through the CD and as it finishes you'll hear the Afterburner chime. The "AFTERBURNER 3000AD" title screen will appear and the first level will start almost instantly! The B button is fire, A launches a smart bomb and C switches the view from inside the ship to behind it.

It may be tricky and take a long time, but believe us – your patience is rewarded with one of the best shoot 'em ups around! Next month we'll show you all of the stages, as well as testing out the link-up mode in our massive review! Remember, you heard it here first!



▲ ***When flying inside the AfterBurner 3000AD ship, the green cubes become damage indicators.***



▲ ***When refueling from this massive ship, Captian Gillius Thunderhead – the pilot – gives you advice.***



▲ ***During each warp sequence, well-known Sega characters brief you on the upcoming mission. Here, Admiral Altered Beast tells you what to do.***



▲ ***When you've played the game through, Colonel Ecco appears to congratulate you for reaching Moebius, home of Sonic! He also mentions a link mode which, as the Saturn link cable isn't yet out, we haven't been able to try.***

ALIEN AUTOPSY GAME!

Aliens. They're all the rage at the moment. Especially those little grey ones that crashed in Roswell and were filmed being cut open. But what's the real story behind it all? Well, you won't find the answers in The Pandora Directive, the latest PC-CD adventure from Access Software, but you will find a gripping plot based around the whole Roswell Incident.

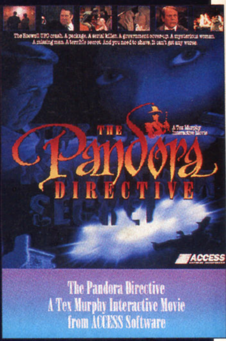
The sequel to last year's successful Under A Killing Moon, The Pandora Directive again puts you in the shoes of hard-nosed private-eye, Tex Avery, as he tries to unearth the truth surrounding the UFO crash, whilst being hunted down by corrupt government agents who are desperate to keep some terrible information secret.

The game features impressive fully-explorable 3D environments, cut together with film scenes that unravel the twisting plot. As you'd expect from an interactive movie the acting is particularly cheesy, but in an entertaining kind of way, and features Barry Corbin (the fat ex-astronaut from Northern Exposure), Tanya Roberts (fancy woman from View To A Kill and Beastmaster) and Kevin McCarthy (you've probably seen him in the Twilight Zone). It also features a re-enactment of the fuzzy home-video Alien autopsy scene – only the alien is still alive and twitching in this version! In fact, this scene has been on the Internet for some time, causing speculation as to its authenticity.

The Pandora Directive certain looks to have a deeply engrossing and thrilling plot, and hopefully should provide good degree of playability with multiple and routes and six different endings. We'll find out when we review it next month.







PSX TEKKEN 2 – MORE PICTURES!

More pictures, there you go. Well, what more do you want? After all, it IS the hottest PlayStation game in ages. Maybe ever. So just look at it. Look! And next month, if things go according to plan, we should have a huge in-depth preview for you!



▲ *Namco's magnificent efforts are sure to give VF2 a real fight!*



SNK SATURN BEAT 'EM UPS TO USE CARTRIDGES!

As SNK continue Saturn development of their hottest beat 'em ups – King Of Fighters '95 and Fatal Fury 3 – the latest news is that the games are going to come packaged with special memory cartridges!

Supposedly, the games have such vast amounts of character animation and moves, that to get them running at the quality SNK want, both titles are going to have to run with a CD and memory-cart in tandem. A method they've called the Twin Advanced Rom System. It seems that Capcom considered this approach when doing X-Men, but decided the slight drop in animation frames was preferable to the added cost the cartridges would involve. Indeed, when we saw a pre-production version of Saturn Vampire Hunter at Virgin Interactive HQ, it required an extra memory cart to store the uncompressed animation. The final version however, runs with all the data on CD, with no visible problems at all.

SNK's commitment to making their games arcade-perfect seems quite clear, and even though these cartridges are going to mean extra cost, there's no doubt these games are going to be something special. With King Of Fighters '95 released at the end of March, expect a more indepth look at the Twin Advanced Rom System next month.





▲ ***Looks no bigger than a standard memory cart, but just look at what it enables the Saturn to produce! Hopefully nothing will be lost in these translations at all.***

I'VE GOT THIS EARLY MORNING ROUTINE.

OXY AND OXYCUTE 'EM! ARE TRADE MARKS.

I CLEAN MY FACE WITH **OXY DAILY WASH** EVERY MORNING BECAUSE I DON'T WANT SPOTS. **IT CLEARS MY PORES** OF THE MUCK AND GREASE THAT CAUSES THEM. **SPOTS? OXYCUTE 'EM!**



AM3 WARM UP 3D FIGHTING GAME

AM2 may hold the 3D fighting game crown at Sega Research and Development, but they'd better not rest on their laurels, because sister division AM3 have now turned their attention to the subject.

Fresh from completing their racing extravaganza, Manx TT Superbike, AM3 have revealed first pictures of their current project – The Last Bronx. Again using the upgraded Model 2B arcade board, Bronx looks set to be another urban 3D fighting game, with two characters so far revealed, wielding weaponary. A female uniformed character uses two nightsticks, whereas a gang member male clutches a set of nunchukus. Something that may cause some trouble over here.

Little else is known about this game at this early stage, but, as these pictures show, it all looks fairly promising.





▲ ***Hey! this girl looks almost identical to Jane in Fighting Vipers. Have AM3 been cribbing AM2's ideas...?***

SUPER NES GAMES: BARGAIN OF THE YEAR!

The news of the Ultra 64 delay in Japan may be something of a disappointment to the eager import purchasers among you, but it's not all bad news on the Nintendo front. THE (Nintendo's distributor in the UK) has boosted interest in the Super NES with some incredible price drops on their top titles.

The 'Big Deal' promotion sees a selection of game bundles and budget packs released, with some brilliant titles in the line-up. Super NES Killer Instinct can be picked up for only £29.99, whereas the awesome classic Super Metroid can now be bought for the meagre sum of £14.99, as can Kid Klown. Other titles such as Super Punch Out and Illusion of Time are retailing at £19.99. And Super Mario All Stars and Super Mario World can be picked up as a bundle pack for only £34.99! And these are the official prices for these games, so if you shop around you may be able to find even lower price deals.

As for upcoming Super NES titles, you may be pleased to know that Squaresoft's awesome Super Mario RPG is set for release over here, possibly in July (it may be their last Nintendo title to hit these shores too). You may not be pleased to know, however, that it's going to be called Koopa Kapers. What bucket of slops thought that name up?

PLAYSTATION MK3 CONTAINS ALL-NEW "ULTIMATE" FEATURES!

PlayStation owners may have been a bit upset at the fact that *Ultimate Mortal Kombat 3* isn't coming out as either a stand-alone game or an upgrade, but incredibly, all of the new features are included in the regular release of *MK3*! To get the secret mode, follow these slightly tricky instructions direct from the U.S.A.



1. You must be playing a two-player game with both players as Smoke (use the cheat to access him) on the Soul Chamber background.



2. In the third round, perform a Mercy.



3. After the Mercy has been performed, keep playing and make both players perform the Teleport Punch (F, F, LK) at the same time so that they both appear in front of the mouth portal in the background.



4. The characters will hit each other and fly into the mouth, causing a big green flare.



5. The game will crash and reset itself. Go through to the title screen and when the cube appears, press Down to reveal the new "?".



6. Select this option to get to the new Ultimate Character Select screen.

The more observant MK3 player will notice that the actual make-up of the screen isn't quite the same as in the arcade. This is most probably because the PlayStation version was finished by about August 1995 and the arcade version wasn't widely available until December, meaning that the PS version was possibly a testing ground. As yet, we haven't found how to access the three Ultimate Kombat Kode characters because we haven't actually found the hidden code screen, but there are four secret characters available right from the beginning:



Rain - top/left
Noob Saibot - top/right
Classic Smoke - bottom/right
Pedro - bottom/left









Pedro is undoubtedly the most incredible of these characters, as he hasn't yet been confirmed as being the fourth hidden fighter in the arcade version, unlike the other three. He is obviously based on Stryker, only he wears disgusting clothes, no hat, has a moustache, and doesn't carry a gun or baton. We've so far found a few moves – a jumping fire kick, a fireball and one fatality (which uses the same motion as Sub-Zero's Freeze Blow fatality). As an added humourous bonus, when Shao Kahn says "Pedro Wins" at the end of a round, he says it in a Mexican accent!

EXCITING VER-COM HEADING!

One of the most incredible pieces of new hardware to come out of Hong Kong for a long time is the Ver-Com Divider, an add-on which enables single-player games to be played in two player mode on two TVs! The unit is available for either Saturn or PlayStation and plugs into the link port on both machines. When booted up, an option screen appears where either split-screen or link modes can be selected. Split-screen lets you play games like Daytona USA or Ridge Racer in multi-player mode on one TV, with both players having half the screen to themselves. The link option is far more exciting, however, as it enables link-style matches on previously one-player games by cleverly letting two copies of the game play together at the same time.
We tested the Ver-Com with Ridge Racer, Sega Rally, Road Rash and Virtua Fighter 2. Naturally, the driving games worked brilliantly, with RR running exactly as the newer RRR does, but surprisingly VF2 played well too! It's not much different from playing on one TV, but if the "Fighter's Eyes" cheat turns out to be real, you'll be able to play versus mode from a first-person perspective!
Though it sounds fantastic, UK importers aren't stocking the Ver-Com as there have been many reports of it blowing machines by taking code and power from both systems at once. Still, Japanese stores report that the Ver-Com has completely sold out, even though the dangers have been well-publicised. The programming of the Ver-Com is slightly dodgy, and the games do crash often, but hopefully these are bugs exclusive to version 1.0 and will be fixed in newer releases.





▲ Here are Tom and Ed enjoying one of our regular two-player Sega Rally challenges. (I'll take anyone on at two-player Daytona! I'm unbeatable! - Ed)

▲ This advert has been appearing in the Japanese press recently and was faxed to us by our correspondent in Hong Kong.

President of HaadSoft, Mr Yu Bin Haad, declined to comment on reports of the Ver-Com damaging consoles.

SUMMERTIME SAYS NINTENDO

We all have just that little bit longer to save for our Nintendo 64. Three months more to be exact, as Nintendo Co Ltd have delayed release of N64 until July in Japan, September in the US, and "Late Fall" for the UK. That's really all there is to know at the moment, but as you can imagine the rumours are already flying. Most popular among them is that the games – specifically Mario – aren't up to standard yet. The official line is that the company is struggling against a chip shortage. We have every faith in Nintendo at CVG, but this doesn't look good for a pre-Christmas UK launch. Still, distributers THE Games are still expecting their stock on time. Fingers crossed, eh!

KONAMI BACK M2

April sees the Matsushita Electrical Industry (MEI) take full responsibility for 3DO and M2. So they're going to need quality developers on board. To this end a deal has been struck with Konami, whereby the coin-op giants are planning to develop their next generation of coin-ops using the 64-bit board. Naturally these games, almost certain to be all action titles, will form the initial line up of 'family' games for M2 in Japan, while MEI concentrate on their 'official' and PC line up. The serious stuff. Latest prices quoted for M2 software fall between ¥5 000 and ¥10 000 (£30 to £70). Just to give you some idea of how MEI's confidence, the company is projecting a ¥25 million profit on software before 1997 is over. With Konami on board, they may well do just that. The flood gates appear to be opening.

WIN A BUBBLEGUM CRISIS "CYBERKIT" WORTH £100!!!

If you know your Anime, you'll know the Knight Sabers – super sexy all-girl rock group, and part-time cyber warriors. Until recently their exploits have only been available as a series of expensive US import videos, but now parts 1-5 of Bubblegum Crisis are being distributed by Anime Projects in the UK. So now you can afford 'em! What's more they are offering the choice of subtitled or dubbed versions, the latter acclaimed as sporting English dialogue that is faithful to the original Japanese casting – for once! In addition to these cool OAVs, Anime Projects have just this month released a PC/ Macintosh screen-saver featuring choice clips from the series.
Now CVG is happy to provide three lucky 'Crisis fans with the opportunity to win all five videos – dubbed or sub-titled, your choice – and a copy of the screen saver. Seeing as we'd quite like to hang onto this stuff for ourselves, we're making the questions in this competition for fans only. Here goes:



1. Name the leader of the Knight Sabers?
2. Who are their enemies – the corporation?
3. What other famous Anime series is linked to Bubblegum Crisis?

Send the answers to these questions on a cyber post-card to: WHEN THE BUBBLE BURSTS, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

FREE 24 HOUR CARRIAGE ON ALL SATURNS AND PLAYSTATIONS

SAVE £40* OFF RRP ON THESE SATURN AND PLAYSTATION DEALS

FREE ONLY FROM SPECIAL RESERVE

SAVE £40

SEGA SATURN 309.99
WITH ONE CONTROLLER AND ONE GAME
INCLUDES SCART LEAD. IF YOUR TV DOES NOT HAVE A SCART SOCKET YOU WILL REQUIRE AN RF INTERFACE TO CONNECT THE SATURN TO IT.

SEGA SATURN WITH DAYTONA USA AND ONE CONTROLLER 309.99

SEGA SATURN WITH PANZER DRAGOON AND ONE CONTROLLER 309.99

SEGA SATURN WITH VIRTUA FIGHTER AND ONE CONTROLLER 309.99

Saturn plays Music CD's and can be upgraded to Full Motion Video to play films on CD

SEGA SATURN

PLAYSTATION LINK BUNDLE 299.99
- ✓ FREE EXTRA EIGHT BUTTON CONTROLLER Worth £29.99
- ✓ FREE SCART LEAD Worth £9.99
- ✓ FREE LINK CABLE Worth £19.99
- ✓ FREE FAST DELIVERY

PLAYSTATION DOOM BUNDLE 299.99
- ✓ FREE DOOM GAME Worth £44.99
- ✓ FREE FAST DELIVERY

£40 OF EXTRAS FREE

PLAYSTATION TOSHINDEN BUNDLE 299.99
- ✓ FREE SCART LEAD Worth £9.99
- ✓ FREE BATTLE ARENA TOSHINDEN GAME Worth £39.99
- ✓ FREE FAST DELIVERY

PLAYSTATION SMART BUNDLE 299.99
- ✓ FREE SCART LEAD Worth £9.99
- ✓ FREE SMART CARD Worth £29.99
- ✓ FREE FAST DELIVERY

ALL PLAYSTATION DEALS WITH SONY DEMO CD 1 AND ONE SONY CONTROLLER

PlayStation also plays Music CD's.
* SAVING OF £40 APPLIES TO COMBINED RRP'S

SEGA SATURN CD'S

BUG ... 36.99
CLOCKWORK KNIGHT 2 ... 31.99
CYBER SPEEDWAY ... 26.99
D • ... 39.99
DAYTONA USA ... 43.99
DIGITAL PINBALL ... 32.99
FIFA SOCCER 96 ... 37.99
FORMULA 1 GRAND PRIX • ... 33.99
HANG ON • ... 33.99
HI OCTANE ... 36.99
INTERNATIONAL VICTORY GOAL ... 31.99
MANSION OF HIDDEN SOULS ... 37.99
MYST ... 36.99
MYSTERIA REALMS OF LORE • ... 33.99
NBA JAM - TOURNAMENT EDITION ... 42.99
NFL QUARTERBACK CLUB 96 • ... 36.99
NHL HOCKEY ... 37.99
PANZER DRAGOON ... 42.99
PEBBLE BEACH GOLF ... 35.99
RAYMAN ... 34.99
RISE 2 - THE RESURRECTION • ... 36.99
ROBOTICA ... 29.99
SEGA RALLY ... 43.99
SHINOBI X ... 29.99
SIM CITY 2000 ... 36.99
STREETFIGHTER - THE MOVIE ... 32.99
THEME PARK ... 37.99
THUNDERHAWK 2 - FIRESTORM ... 38.99
TILT ... 32.99
VICTORY BOXING ... 39.99
VIRTUA COP (WITH LIGHT GUN) ... 51.99
VIRTUA COP (WITHOUT GUN) ... 37.99
VIRTUA FIGHTER 2 ... 43.99
VIRTUA HYDLIDE ... 35.99
VIRTUA RACING DELUXE ... 29.99
WING ARMS ... 38.99
WORMS • ... 34.99
X - MEN CHILDREN OF THE ATOM • 39.99

SONY PLAYSTATION CD'S

3D LEMMINGS ... 34.99
ACTUA GOLF ... 39.99
ACTUA SOCCER ... 39.99
AIR COMBAT ... 37.99
ALIEN TRILOGY • ... 36.99
BATTLE ARENA TOSHINDEN ... 32.99
D • ... 36.99
DEFCON 5 • ... 39.99
DESTRUCTION DERBY ... 39.99
DISCWORLD ... 37.99
DOOM ... 35.99
EXTREME SPORTS ... 39.99
FIFA SOCCER 96 ... 34.49
GEX • ... 38.99
GUNSHIP 2000 • ... 32.99
JOHN MADDEN 96 ... 34.99
KILEAK THE BLOOD ... 32.99
KRAZY IVAN ... 37.99
LOADED ... 39.99
LONE SOLDIER ... 34.99
MORTAL KOMBAT 3 ... 39.99
NFL QUARTERBACK CLUB • ... 33.99
NHL ICE HOCKEY 96 ... 34.99
NOVASTORM ... 32.99
OFF WORLD INTERCEPTOR • ... 34.99
PGA TOUR GOLF 96 ... 34.99
RAYMAN ... 37.99
RIDGE RACER ... 39.99
TEKKEN ... 42.99
THEME PARK ... 33.99
THUNDERHAWK 2 - FIRESTORM ... 39.99
TWISTED METAL ... 37.99
WARHAWK ... 39.99
WING COMMANDER 3 ... 36.99
WIPE OUT ... 39.99
WORMS ... 34.99
X-COM ENEMY UNKNOWN ... 27.99
ZERO DIVIDE • ... 34.99

SATURN ACCESSORIES

COMPETITION PRO 6 BUTTON JOYPAD FOR SATURN ... 17.99
PROFESSIONAL CONTROL PAD WITH AUTO/TURBO FIRE AND SLOW MOTION

SEGA ARCADE RACER STEERING WHEEL FOR SATURN ... 49.99
TABLE TOP YOKE WITH 8 FIRE BUTTONS

LOGIC 3 TERMINATOR FOR SATURN 15.99
WITH FIRE AND POWER INDICATORS

SEGA EIGHT BUTTON CONTROLLER FOR SATURN 19.99

SEGA VIRTUA STICK 39.99
ARCADE STYLE EIGHT BUTTON JOYSTICK WITH RAPID FIRE

LOGIC 3 VOYAGER FOR SATURN 16.99
AUTOFIRE, SLIDE BUTTONS AND SLOW MOTION

LIGHT GUN FOR SATURN ... 24.99

PHASE 9 ODYSSEY FOR SATURN 17.99
WITH AUTO AND TURBO FIRE

SAVE £5

SEGA SATURN PHOTO CD OPERATING SYSTEM ... 18.99

VIDEO CD CARD FOR SATURN 159.99

RF INTERFACE FOR SATURN ... 22.99

SEGA RF UNIT FOR SATURN ... 22.99
FOR CONNECTION TO NON-SCART TV

QUANTUM JOYPAD FOR SATURN 16.49
ERGONOMICALLY DESIGNED WITH AUTO/TURBO FIRE AND SLOW MOTION

SEGA MEMORY CARTRIDGE ... 37.99
FOR GAMES THAT REQUIRE BACK UP MEMORY

SEGA MULTI PLAYER ADAPTOR FOR SATURN ... 29.99

PLAYSTATION ACCESSORIES

ASCII CONTROLLER FOR PLAYSTATION 21.99

SONY CONTROLLER FOR PLAYSTATION 28.99
SAVE £6

FIRE INFRA-RED JOYPAD SYSTEM FOR PLAYSTATION ... 33.99
SAVE £6
INCLUDES 2 JOYPADS AND A RECEIVER BOX WITH RECEPTION OF UP TO 18 METRES. 4 x AAA BATTERIES REQUIRED

SONY MOUSE FOR PLAYSTATION 33.99
COMPLETE WITH DESIGNER MAT

SONY SMART CARD FOR PLAYSTATION 24.99
ALLOWS YOU TO SAVE AND LOAD GAME DATA
SAVE £5

G-FORCE COMMANDER SUPER JOYPAD FOR PLAYSTATION ... 16.99
6 INDIVIDUAL AUTO & TURBO FIRE SELECTORS, 2 METRE CABLE

LINK CABLE FOR PLAYSTATION ... 19.99
CONNECTS VIA REAR SERIAL PORT. ALLOWS TWO PLAYERS EACH WITH THEIR OWN PLAYSTATION'S TO LINK UP TO PLAY WITH OR AGAINST EACH OTHER

SCART LEAD FOR PLAYSTATION 9.99
CONNECTS PLAYSTATION TO TV SCART SOCKET (COMPOSITE OUTPUT)

PS PROPAD FOR PLAYSTATION ... 21.99
SAVE £8
8 BUTTON PROGRAMMABLE CONTROLLER WITH AUTOFIRE AND SLOW MOTION

CD WALLET 14.99
STORES UPTO 48 CD's NEATLY AND SAFELY, IDEAL FOR USE IN THE HOME, OFFICE OR CAR

ATARI JAGUAR

ALIEN VS PREDATOR ... 49.99
BRUTAL SPORTS FOOTBALL ... 14.99
CHEQUERED FLAG ... 19.99
CLUB DRIVE ... 17.99
DOOM ... 49.99
DOUBLE DRAGON 5 ... 47.99
DRAGON - THE BRUCE LEE STORY 19.99
EVOLUTION DINO DUDES ... 37.99
FLASHBACK ... 34.99
HOVERSTRIKE ... 47.99
INTERNATIONAL SENSIBLE SOCCER ... 14.99
IRON SOLDIER ... 28.99
KASUMI NINJA (17+) ... 28.99
PINBALL FANTASIES ... 39.99
POWERDRIVE RALLY ... 38.99
SYNDICATE ... 40.99
TEMPEST 2000 ... 27.99
THEME PARK ... 41.99
TROY AIKMAN (US) FOOTBALL ... 48.99

ATARI JAGUAR 64-BIT CONSOLE WITH CYBERMORPH GAME AND JOYPAD ONLY 85.99

SAVE £64
Look out! Scarey Low Prices
SAVE £5

ATARI CONTROL PAD FOR JAGUAR 19.99

MEGADRIVE

AUSTRALIAN RUGBY LEAGUE ... 37.99
BLADES OF VENGEANCE ... 22.99
BRIAN LARA CRICKET ... 33.49
CHAOS ENGINE ... 19.99
EARTHWORM JIM 2 ... 42.99
FIFA INTERNATIONAL SOCCER 96 ... 36.99
JOHN MADDEN 96 ... 35.99
MICKEY MANIA ... 21.99
MICRO MACHINES 2 96 ... 36.99
MORTAL KOMBAT 3 ... 47.99
NHL ICE HOCKEY 95 ... 19.99
NHL PA 93 ICE HOCKEY ... 12.99
PGA EUROPEAN TOUR ... 16.99
PHANTASY STAR IV ... 38.99
POWER RANGERS - THE MOVIE ... 35.99
POWERDRIVE ... 19.99
PREMIER MANAGER ... 34.99
PSYCHO PINBALL ... 19.99
ROAD RASH 2 ... 19.99
SONIC 3 ... 24.99
SONIC AND KNUCKLES ... 21.99
STREET RACER ... 26.99
STRIDER ... 15.99
SUPER STREETFIGHTER 2 ... 36.99
SYNDICATE ... 17.49
THEME PARK ... 35.99
TINY TOON ADVENTURES - ACME ALL STARS ... 23.99
URBAN STRIKE ... 20.99
VIRTUA RACING ... 33.99

SUPER NES

CANNON FODDER ... 32.99
DONKEY KONG COUNTRY 2 ... 45.99
DOOM ... 45.99
FIFA INTERNATIONAL SOCCER 96 ... 39.99
ILLUSION OF TIME ... 26.49
INT'L SUPERSTAR SOCCER DELUXE 47.99
JOHN MADDEN NFL 93 ... 9.99
KILLER INSTINCT ... 34.99
LEGEND OF THE MYSTICAL NINJA • 19.99
MARIO ALL STARS ... 24.99
MICKEY MANIA ... 19.99
MICRO MACHINES 2 • ... 37.99
MORTAL KOMBAT 2 ... 29.99
MORTAL KOMBAT 3 ... 54.99
NFL QUARTERBACK CLUB ... 34.99
PGA TOUR GOLF ... 19.49
SECRET OF MANA ... 28.49
STREET RACER ... 24.49
STUNT RACE FX ... 27.49
SUPER BOMBERMAN ... 15.99
SUPER BOMBERMAN 2 ... 22.99
SUPER MARIO KART ... 33.99
SUPER METROID ... 19.99
THEME PARK ... 37.99
TINY TOON ADVENTURES - WILD 'N' WACKY SPORTS ... 23.99
UNIRALLY ... 24.99
WORMS ... 36.99
YOSHI'S ISLAND ... 45.99
ZELDA 3 - LINK TO THE PAST ... 19.99

PC CD ROM

ACTUA SOCCER ... 27.99
BATTLE ISLE 3 ... 27.99
BATTLECRUISER 3000AD • ... 26.99
CHAMPIONSHIP MANAGER 2 ... 29.99
CIVILIZATION 2 • ... 34.99
COMMAND & CONQUER ... 29.99
DARK FORCES ... 35.99
DAY OF THE TENTACLE ... 9.99
DESTRUCTION DERBY ... 34.99
DUKE NUKEM 3D ... 29.99
EF2000 (TFX 2) ... 34.99
FADE TO BLACK ... 35.99
FIFA INTERNATIONAL SOCCER 96 ... 33.99
FORMULA 1 GRAND PRIX 2 ... 32.99
FORMULA 1 GRAND PRIX MANAGER 32.99
HEXEN (HERETIC 2) ... 32.99
MAGIC CARPET 2 ... 33.99
MECHWARRIOR 2 - THE CLANS ... 31.99
MS ENCARTA 96 FOR WINDOWS ... 39.99
NEED FOR SPEED ... 33.99
PGA EUROPEAN TOUR GOLF 96 • ... 34.99
REBEL ASSAULT 2 ... 34.99
SCREAMER ... 22.99
SIMON THE SORCERER 2 ... 28.99
SYNDICATE WARS • ... 37.99
THEME PARK ... 29.99
THIS MEANS WAR ... 32.99
WORMS ... 26.99

3DO CD

GOLDSTAR 3DO ... 194.99
INCLUDES ONE CONTROLLER AND FIFA SOCCER GAME

PANASONIC FZ-10 3DO ... 215.99
INCLUDES ONE CONTROLLER AND BURNING SOLDIER, IRON ANGEL, POWERS KINGDOM AND STARBLADE PLUS **FREE SUPER STREETFIGHTER 2 TURBO** WHILE STOCKS LAST

GOLDSTAR JOYPAD FOR 3DO ... 34.99

LOGIC 3 SPEEDPAD FOR 3DO ... 15.99

CANNON FODDER ... 21.99
DEATH KEEP • ... 32.99
DOOM ... 29.99
DRAGON LORE • ... 32.99
FLYING NIGHTMARES ... 32.99
FOES OF ALI ... 34.99
GEX ... 19.99
GRIDDERS ... 15.99
HELL (18) ... 16.99
PGA TOUR GOLF 96 ... 30.99
PO'ed (POED) ... 35.99
QUARANTINE ... 16.99
RETURN FIRE ... 32.99
SLAM AND JAM ... 29.99
SPACE HULK ... 29.99

CD-32 CRITICAL ZONE PACK 139.99

WITH CANNON FODDER, ULTIMATE BODY BLOWS, LIBERATION, MICROCOSM, PROJECT X, DIGGERS AND OSCAR CD's

PRICE CRASH
SAVE £90

AMIGA CD32

ALIEN BREED 3D ... 22.49
ARCADE POOL ... 10.99

CORE COMPILATION VOL 2
BANSHEE, SKELETON KREW, HEIMDALL 2, UNIVERSE ... **15.99**

GUNSHIP 2000 ... 12.49
PINBALL ILLUSIONS ... 19.49
ROAD KILL ... 10.99
ROBOCOD (JAMES POND 2) ... 7.99
SHADOW FIGHTER ... 10.99
SIMON THE SORCERER ... 14.99
SPEEDBALL 2 ... 12.99
SYNDICATE ... 24.99
THEME PARK ... 21.99
TRIVIAL PURSUIT ... 9.49

ULTIMATE BODY BLOWS
BODY BLOWS & B BLOWS GALACTIC 9.99

WORMS ... 21.49
ZOOL 2 • ... 9.99

- REGULAR 48-PAGE COLOUR CLUB MAGAZINE
- RELEASE SCHEDULE
- CHARTS
- REVIEWS
- HUGE RANGE
- ALL GENUINE UK PRODUCTS
- HEAVY DISCOUNTS
- CREDIT TERMS
- GREAT PRIZES TO BE WON

10am to 8pm (5pm Sunday)
01279 600204

www. reserve.co.uk
The Special Reserve Discount Club
Special Reserve – The Biggest Games Club in the World – NOW on the Internet

Club Shops at
CHELMSFORD, ESSEX
43 Broomfield Road.
Just around the corner from the bus station.
SAWBRIDGEWORTH, HERTS
The Maltings, Station Road.
A few miles from the M11, near the station.
Items bought in the shops carry a 50p surcharge on the Mail Order prices.
Members only but you can order as you join.

WHEN YOU JOIN:

FOUR GAMES FREE

SCOOP PURCHASE! BUY ANY ITEM AT THE SAME TIME AS JOINING OR RENEWING FOR A YEAR AND WE'LL GIVE YOU:

ELITE, ZOOL, SENSIBLE SOCCER & JIMMY WHITES SNOOKER

ALL FOUR CLASSIC GAMES ON PC CD ROM

OR BUY ANY ONE ITEM AT THE SAME TIME AS JOINING FOR ONE YEAR OR MORE AND WE'LL SEND YOU A FREE

GUYVER 1 MANGA VIDEO
VHS tape, rated 15

OR

SUPERMODEL KELLY top quality MOUSE MAT

ABSOLUTELY FREE

Just state your choice as you order
Only one offer may be chosen. Overseas members add £2 carriage.
All offers subject to stock availability.

NOKIA 14" COLOUR TV/MONITOR ...214.99

WITH NICAM STEREO SOUND AND FASTEXT (TELETEXT)

SAVE £25

NICAM DIGITAL STEREO

- FASTEXT
- NICAM DIGITAL STEREO
- SQUARE TINTED TUBE
- AUTO PROGRAMMING
- ON SCREEN DISPLAY
- HEADPHONE SOCKET
- REMOTE CONTROL
- SCART SOCKET
- STEREO AUDIO OUT
- MADE IN GERMANY

ATARI LYNX 16 BIT HANDHELD ...29.99

COMPLETE WITH BATMAN RETURNS GAME
GET YOUR HANDS ON THE MOST POWERFUL HANDHELD CONSOLE IN THE WORLD. 4096 COLOURS, STEREO SOUND, BACKLIT SCREEN
OVER 40 TITLES IN STOCK FROM 4.99

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR	£7.00	£9.00	£11.00

Club benefits include regular club magazines, club competitions and huge discounts across the range.
Members are under no obligation to buy.
All prices include VAT and carriage to MOST UK mainland addresses.

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK addresses
Overseas surcharge £2.00 per software item or **25%** on other items

(BLOCK CAPITALS please)
Name & Address ____________

____________ Postcode ____________

C & VG

If Mac or PC please state DISK or CD ROM

Phone No ____________ Machine ____________

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)

item ____________

item ____________

item ____________

Please use this box to add any **optional** fast delivery charge
1st Class Post 50p per posted item or **£3 hardware**

ALL PRICES INCLUDE UK POSTAGE & VAT £
Cheque/P.O./Creditcharge/Access/Switch/Visa

CREDIT CARD EXPIRY DATE ________ SIGNATURE ____________ SWITCH (ISSUE NO____)

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 01279 726842 - and we'll FAX back.
Inevitably some games listed may not yet be available. Please phone to check availability. Prices may change without prior notification. Sent to press 16.02.96 E .& O.E. SAVE = Saving off full retail price.
Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts.

reserve.co Creditcharge card subject to status. See the club magazine for details.

STOP PRESS!! STOP PRESS!!

WE'VE PLAYED QUAKE!!

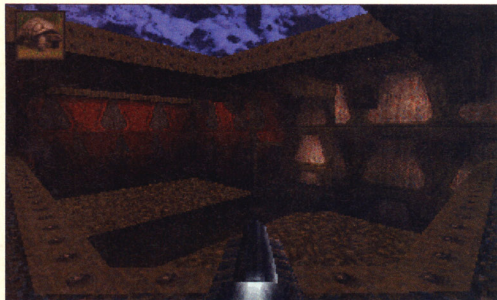


Saturday 24th February 1996 - id software put first playable version of *QUAKE* - the successor to *DOOM* – on the internet. This Deathmatch test version is incredibly early, and is only being used for players to test the Deathmatch mode out, though it will run on just one machine, albeit with no monsters. Last month's small news piece on the game revealed some features that it is hoped will be in the final version, but there's more! For a start, the 3D game engine is the most impressive we've seen yet! Every item is fully three dimentional, and there are levels above one another, sloping floors, wavy underwater sections, massive castles as promised, but everything is also light sourced!

The three levels available show off a few of the weapons, like the super shotgun, nail gun and rocket launcher; as well as showing off how incredibly well the game moves! On a Pentium P90 it runs as well as we can imagine - banking as you go round corners, and bobbing gently as you run along. This is definitely one of the most amazing-looking games EVER, and already we can tell that it's going to be one of the best games yet seen!

The test levels on the internet have got a big license agreement file with them, limiting their use, but as far as we can tell, it's okay to show you the game. And what a game it is!

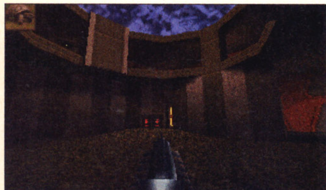
We haven't got much space left in the mag, so just take a look at these pictures and try not to wet your pants! By the way, the reason for there being a tortoise icon in the top left corner is that this is a test version and the message is to let us know that Ed's 486 is a bit too slow. The game's going to be optimised for a 486 before its release. Sorry about the pictures being dark.



▲ ***The brown sludge below can be swum through, and there are hidden passageway to be discovered down there. The sky above moves around in 3D and your gun is light-sourced!***





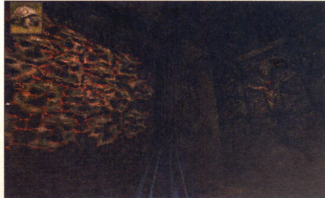


▲ ***The balcony above can be walked around, and the small hill on the floor could NEVER be done in Doom!***





▲ ***The ceilings are some of the most impressive parts of the test levels, the rafters look incredible! Wow!***





Loaded

If you've been into computers games for a long time, you must have heard of Gremlin. This Sheffield-based software house has been around almost since the industry first began, and were the people that brought us... Zool. And some good games as well. In fact, Gremlin has been at the forefront of PlayStation development with the excellent shoot 'em up Loaded, and, arguably the best soccer game in existence, Actua Soccer. And currently they're converting these very titles to the Saturn. Over the next eight pages we take a look at how these conversions are shaping up, plus we look at their latest PlayStation and PC titles.



This game received rave reviews when it was released on PlayStation. Which is just fine by us, because we were one of the magazines that gave *Loaded* a rave review (it scored 92% in CVG 168, factstrels) and quite deservedly so. The game is an awesome shoot 'em up, 'filled to the pancreas with rock-hard action' as I believe we described it. But, is the game going to have the same effect on Saturn owners' pancrei?



▲ *Urf, I think my pancreas is going to give!*







▲ *Shooting at everything. That just about sums up what Loaded is all about.*

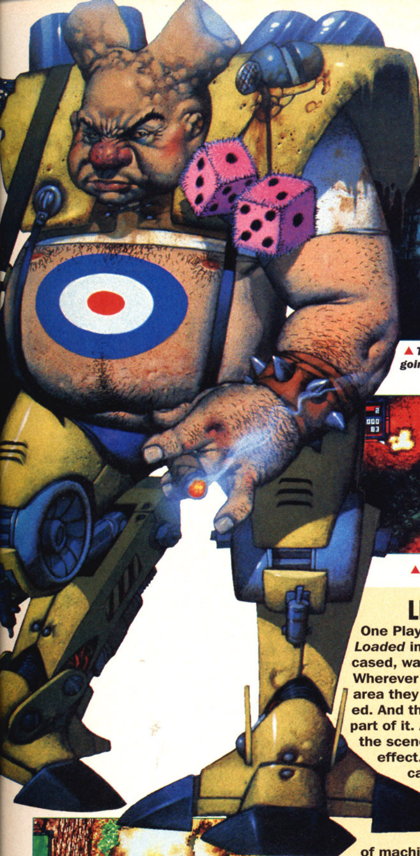


▲ *Currently, Gremlin are still working on the first level. But once this is complete, it's a simple matter to put the rest of the game together.*

SHALLOW BURIAL PLOT!

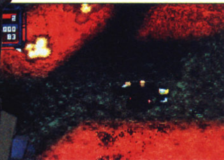
If you're a Saturn owner, you've probably never shown the slightest interest in this game before. And now you want to know all about it, eh? Weeell, okay then. The plot behind *Loaded* is complete madness! Literally! A group of psychopathic inmates have broken free from their padded cells on the toughest prison planet in the galaxy, and have decided to trash the whole place, killing everyone in sight. And that just about sums it up. Taking control of one of these nutters (or two if you're schizophrenic or have a friend at hand), you just run around each of the maze-levels killing everything in sight. Oh, and looking for the exit. Yes, that's the point of the game. It's sort of like *Gauntlet* really, if *Gauntlet* allowed you to blow people into small bloody chunks with rocket launchers and flame-throwers. Heh.







▲ That's a bit of light-sourcing going on there, guv'nor.



▲ Looks kinda bloody.

HARD-LOOKING!

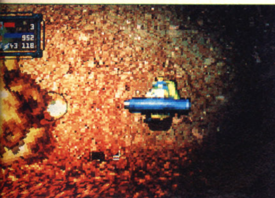
In theory, *Loaded* might only seem like a 16-bit game. After all, how complex can moving around a maze, shooting things, be? True enough, but what puts *Loaded* into the Power Hardware-Only Club are its impressive 3D graphics. And herein lies the first problem Gremlin faced converting the game to Saturn. All of *Loaded's* scenery graphics are made from polygons. First the levels are created as wireframe vector models, with filled textured graphics laid on top. Now, whilst there's no doubt the Saturn can handle highly impressive 3D graphics, the fact remains that its power is balanced between 2D and 3D, unlike the PlayStation which has dedicated 3D hardware. In fact, one of the Saturn's two custom graphics processors is designed specifically to handle multiple scaling and rotating 2D backdrops. Something *Loaded* has none of. Gremlin admit that had they been able to create the game specifically for Saturn, they would have approached it differently, but as a PS conversion it's been tricky.

LIGHT BLOWS

One PlayStation feature *Loaded* impressively showcased, was its lightsourcing. Wherever the players went, the area they were in was illuminated. And that's just the smallest part of it. Any explosions lit up the scenery to magnificent effect. Flamethrowers caused the walls to flare, rockets flash-lit the surroundings, and staccato strobbing was the result of machine-gun bursts. Even the main characters' bodies lit up when they unleashed their weaponary. In the pre-production Saturn version we've seen, these effects have been faithfully reproduced, with only the body-lighting missing. But Gremlin promise us this will be in the final version.

One trick the Saturn is having a tougher time with is the smoke. The sheer amount of ballistic weaponary in *Loaded* unleashes a fair deal of fumes. With the PlayStation's transparency effects this was easy to produce. For the Saturn however, a mesh-effect has been used to simulate the effect. It's possible the programmers will change this before the final version, but until then, the questin remains – can't anyone do proper transparency effects on the Saturn?









▲ It's obvious why the walls in Loaded have to be 3D, but why couldn't the floors be generated using the Saturn's rotational background chip? It's simple really, on ceratin levels they bend and morph in a 3D-tastic trampoline fashion!!

SUMMARY

Next month, CVG brings you the full review of Saturn Loaded, which, all things going to plan, should match the PS original's looks, speed and playability near perfectly. Plus, we hope to take a first of many looks at the awesome PlayStation sequel — Reloaded!

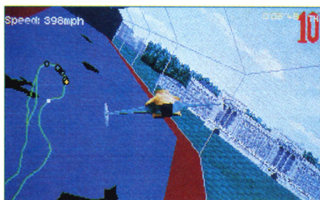


Slipstream

No this is nothing to do with that obscure Mark Hamill movie. It's actually a year-old PC game that Gremlin are currently converting to Saturn. Don't ponder too hard about the name though, because it's going to be changed for the Saturn version. However, this is more than just an attempt to knock out an old game under a new alias, because *Slipstream* is undergoing quite a few other changes.

When released last year, *Slipstream 5000* did fairly well in the PC press. A futuristic racing game, it differed from certain other futuristic racers that followed because its vehicles were... planes! The ten tracks were set over breathtaking locations, from the Grand Canyon and Amazon Rain Forests to cityscapes such as London or Tokyo. And the graphics were suitably impressive.

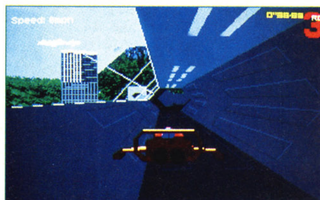
The game also featured ten unique slipstream pilots, each one with their own style of flying machine. And this is where the Saturn version is undergoing its overhaul. Gremlin are actually converting the game for Japanese software house, Naxat (responsible for the, erm, interesting Battle Monsters), and they think the characters aren't suited to their market, looking quite 'Roy Of The Rovers' as they do. No surprise since the originals were done by 2000AD veteran Kev Walker. So instead, Naxat have redesigned the pilots themselves, transforming them into superb Manga-style warriors piloting sleak Battle Of The Planet-esque craft. Gremlin are currently turning this artwork into in-game graphics. With the added injection of Japanese 'cool', it should be interesting to see how this game turns out.



▲ Plane racing. It should all be excellent fun!

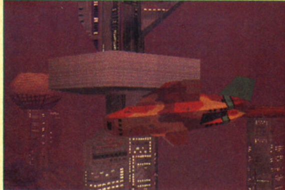


▲ The urban courses are hemmed narrowly by buildings.


▲ The Saturn should provide super-smooth 3D.



▲ These are the newly-designed Naxat pilots.


▲ This game's got a planet surface, with cities!

Hardw

Anyone who was around when *Elite* was first released nearly ten years ago, should remember what an incredible step-up it was from the previous simplisitic computer games in existence. Its huge universe – filled with planets to visit and trade with, ships to hunt or escape from, and missions to fulfil – created an amazing vision of existing in outer space. Now Gremlin pay tribute to that classic with an equally absorbing PC game.

As with *Elite*, *Hardwar* puts you in control of spaceship and how long you survive in this ship depends on what you do with it. You need to earn money to build up the craft, so there are jobs to do. Deliveries and salvage work produce small earnings, but the big cash comes from dirtier tasks – bounty hunting or piracy for instance. Of course, for this you need big weapons and they cost money. Ah, the circle of life.

The big difference between *Elite* and *Hardwar* is that the latter is only set on one world – Titan. This smaller environment provides a far better opportunity to create a realistic futuristic vision complete with cities. These impressively huge areas can be destroyed (for money sometimes) and left to be rebuilt by the inhabitants. There's also daily cycles, with the sun rising and setting. Important when you consider that your ship is solar-powered. You can even save up, buy a hangar and save up a stock of ships and bounty.

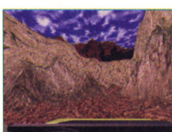
What makes the game trickier are other pilots, and being networkable, these other pilots could well be other human players. *Hardwar* certainly has all the elements to make it a great space simulation, but can it beat 'The Original Space Trading Game'? Expect more info closer to the as-yet unconfirmed release date.













▲ Four wheel drive racing to the extreme. Can we expect a slew of off-road racers now.

Gears and Guts

Fatal Racing, Gremlin's answer to *Ridge Racer* and *Daytona*, proved quite successful on PC, with only *Screamer* for a rival. But in truth, neither of these PC racers matched the console competition, and with *Sega Rally* providing added off-road handling, they looked even more basic. Were Gremlin depressed? Nope, they just turned their attention to an off-road racer of their own. This tlme on PlayStation and Saturn.

Gremlin claim that the off-road movement and handling of the cars in *Gear And Guts* is at least 'on par' with that of *Sega Rally*. A strong boast, but one that seems supported by the play mechanics. Each of the six vehicles has various handling capabilites (traction, acceleration, turning circle, weight, suspension etc) and the car used needs to be one that cope with the surface faced. A tricky choice when you consider the terrain ranges from muddy forest tracks and dry canyon beds, to frozen river surfaces and even lava-filled volcano beds.

From what we've seen, the movement of the vehicles – especially the separate movement of the wheels – is mightily impressive. How it all handles though remains to be seen at this early point in its development. More soon.

Realms of the Haunting

Last month we took a look at Gremlin's upcoming 3D PC adventure, *Normality*. Well, before that game is even ready, Gremlin have another PC game in preparation using an advanced version of the same 3D engine. In fact, they even go so far as to claim *Realms Of The Haunting* has 'the most advanced 3D environment ever!' The game is a bit of a gothic horror, putting you in the role of Adam Randall, a man who visits a vicarage in a remote cornish town where strange deeds are afoot. Deeds that eventually lead you into... the outer realms. Or something. Anyway, just like *Normality*, *Realms* is mixture of real-time 3D environments which you can explore fully, and a multitude of FMV cut-scenes that enhance the plot.

Set for a May release. there's not much to see on this game. But whether *Realms Of The Haunting* can justify its 'most advanced 3D environment' boast with id's *Quake* just around the corner, remains to be seen.





▲ All very mysterious. Ooh.







Euro '96

Having trouble finding our Saturn *Actua Soccer* coverage? Well, you're looking at it, fool! You see, rather than just getting a straight conversion of the PlayStation and PC original, Saturn owners (and PC owners again) are getting an revamped edition sporting the official license of this year's BIGGEST footballing event – Euro '96!

Only the PC version of *Euro '96* is actually being coded by Gremlin themselves, with an in-house Sega team handling the Saturn conversion duties. Both versions however, will match the playability of the original *Actua Soccer*, taken as they are from the same game engine. *Euro '96* is more than just *Actua Soccer* with added window dressing though. The official UEFA license has given the programmers a chance to add a number of new features to the game – most notably with the PC version. In fact, Gremlin actually reckon *Euro '96* is more of an *Actua Soccer 2* than just a different version of the same game!

TURKEY	HALF TIME RESULTS	CROATIA
5	SHOTS	9
3	SHOTS ON TARGET	4
40%	POSSESION	60%
2	BOOKINGS	1
0	SENDING OFFS	0
0	GOALS	2

▲ All-new Euro'96 intermission screens are being designed.

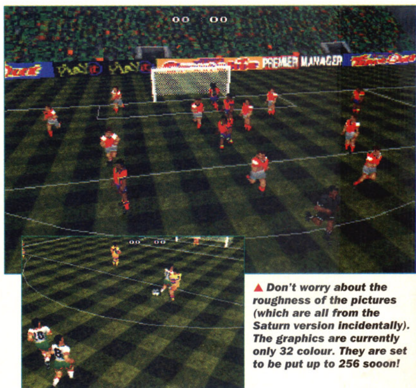


▲ The central animated graphics provide you with options.

SO, WHAT'S NEW?

Well, according to Gremlin, *Euro '96* benefits from an extra four man-years of research and development over its predecessor. How they've managed to cram these years of research into the three months since we reviewed the PC version (CVG 170 readstrels) is beyond us, but this time-distortion process has been put to good use, streamlining the *Actua Soccer* engine.

The original *Actua Soccer* was particularly impressive due to its motion-captured footballers, actually modelled on the movements of Andy Sinton, Chris Woods and Graham Hyde of Sheffield Wednesday. *Actua's* players moved amazingly realisticially, even jogging backwards. Impressive as this is, *Euro '96* takes the animation quality further still, with nearly twice as many frames of motion capture creating smoother movement. Likewise, the pitch graphics have been improved, so you get proper goal nets (not translucent polygon boxes as before).



▲ Don't worry about the roughness of the pictures (which are all from the Saturn version incidentally). The graphics are currently only 32 colour. They are set to be put up to 256 sooon!





WHAT'S YOUR STYLE?

It's a Euro '96-license right? So the most noticeable changes to the game are the inclusion of all the real championship features, obviously. The Championship Mode features the four main groups, each with faithful replicas of the 16 team countries. Dressing the players in the correct squad kit is only a minor part of the improvement though. Enhanced artificial intelligence means the in-game players perform just like their real-life counterparts, with each team adopting the style and tactics used by those actual countries. So you can expect the English to lose to the Dutch all the time.



GROUND ZERO BRITAIN!

Perhaps the most exciting thing about Euro '96, is that its the first major international football event to be held in Britain since the World Cup of '66 (which is also the last time we won anything). This game captures this element by featuring all eight Euro '96 venues, 3D modelled exactly on the actual stadiums. In Championship Mode, the choice of venues will no doubt match the real-life order they're played in. For exhibition matches though, you free to choose from Villa Park, Anfield, Old Trafford, Elland Road, Hillsborough , City Ground, St Jame's Park and, of course, Wembly. You can even play a floodlit night-time match.



▲ *We kind of hope they change that pitch pattern. It looks like a tablecloth.*



▲ *The circle means you're up for a pass. Shame a shot's already been taken.*

NAG, NAG, NAG.

Actua Soccer featured the vocal delights of BBC1's leading footy commentator, Barry Davis. Impressive it was too, with little repetition or badly sturng together sentences. Well, Barry's back for *Euro '96* and this time he's brought an extra 8000 words with him. This puts the word count up to a staggering 30,000, making this potentially the largest, most impressive in-game commentary yet.



PLAYING WITH WIRE

The PC version of *Euro '96* has one feature that sets it apart from the Saturn version. Up to 20 players can link-up for a single match, controlling the player of their choice. PC *Actua Soccer* had this feature, but *Euro '96* goes one step further by being the first game to use British Telecom's new Wireplay network gaming system. Set for launch this summer, the Wireplay feature (automatically built into the game) means players from around the country can compete in one massive game or set up their own teams, leagues and championships! So, week-end footballers can just sit at home and grow fat. That's the future, readers. Fat!



The European Championships kick off on the 8th June. Actua Soccer: Euro '96 Edition is set for release at the beginning of May. Expect the review sooooon!









RESIDENT EVIL

Developed by: ....CAPCOM

Released by: .... VIRGIN

Out ....JUNE

90% complete

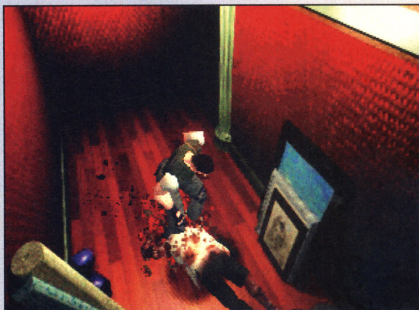
PC version planned

No other version available

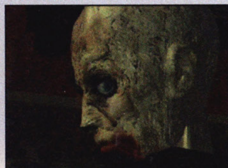
PLAYSTATION

Terror in the neighbourhood, as Capcom prepare to possess your immortal soul with Resident Evil!

RESIDENT EVIL



Seems Capcom have finally decided to halt their domination of the 2D fighting platform genre and head instead for the more subtle and gory action of the gothic horror adventure. To this end, they have created an amazing polygon-based title called *Resident Evil*, due to land in our laps within the next month! The excitement is building, especially as we recently played an excellent (though incomplete) version of the game, and came away somewhat stunned. Those of you owning the Sony wonder machine or a PC should start getting rather excited right now, because *Resident Evil* is appearing on both platforms! Those of you unfamiliar with this game should note that it plays a bit like *Alone in the Dark*, only with better atmosphere, superior graphical extravagance – such as more life-like polygon characters and monsters – and that all-important factor: GORE! Yep, the ketchup count is set to reach new levels of sickening excellence as you wander around a decaying mansion in search of missing friends, uncovering a terrible secret or two. Those of you who loved *Alone in the Dark* are going to need a change of pantaloons when viewing this beauty. Conversely, anyone not overly keen with previous 3D wanderthons are likely to change their minds instantly when checking out the utterly astounding features *RE* has in abundance.





We're not giving away too much here. Basically Gill plays the piano...



...and discovers a secret passage... What lies beyond? We're not telling

SIDE BY SIDE

Once the adventuring begins in earnest, you find yourself in control of either Chris Redfield, or Gill Valentine. Chris has greater physical strength, while Gill can carry more items. However the main differences areas that the game plays differently depending on the character is, essentially meaning that there are two plots to mull over and investigate. Also present are two other non-playing characters; the suspicious and balding Barry, who saves Gill from a crushing death, and Rebecca – a charming sort who befriends Chris with some admittedly wooden dialogue. Who else awaits these characters on their quest? Well, how about a few hundred frothing monstrosities all baying for your blood...!!!



▲ Rebecca Chambers offers medical assistance to Chris, but not to Gill.



▲ Unless you're playing as Gill, Barry Burton isn't around to clear this room.





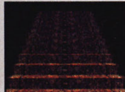
▲ Fallen buddies are found in many places.

SPECIAL FX AND THE PSX

With this lush action taking place, you may expect graphical sacrifices. Not in the slightest. The PlayStation handles the action extremely well, shifting four or five detailed polygon figures around the screen without any slowdown. Camera angles are static, but this isn't a problem when you see how well animated the characters are Besides these angles vary, depending on where you stand in the room, and all of them add an air of dramatic suspense. Capcom have also used a bit of cunning, and disguised the PlayStation's loading times by showing the player a detailed door opening, or staircase at appropriate times. Excellent stuff, as these cut scenes add a little more tension to an already pant-filling experience.









When climbing the main staircase, the scene cuts to this loading screen.



Solve the mystery of the statues in the Armoury to gain a useful accessory.

MOANING AND GROANING

The first main baddie encountered is the zombie. After a particularly gruesome rendered animation, the zombie stops devouring a decaying human and turns his attention to you. Here you can do one of three things: run away down a corridor, worried that your lack of weapons could prove a slight hindrance; stand and fight the zombie with your bowie knife, resulting in our undead assailant dodging your ineffectual stabs and clamping his rotting mouth around your neck, or locate and arm yourself with weaponry. Once you've located a natty piece of ordinance, you may blow away any number of zombies in a variety of disgracefully gory scenes!









Try not to scream too loudly as this huge tentacled beast grabs your character.











Upon happening across this grisly scene, the action switches to a gory cinematic.

Blast this spider to bits and hundreds of babies burst from its rotten abdomen.

Follow this heart-rending chase sequence from the bottom to the top.

DETAIL UPON GORY DETAIL!

Apart from the trusty shotgun, there's a huge variety of items and weapons to locate. Fancy a bit of revolver action? Try the six-shooter which blows the legs of giant spiders with little trouble. We also located a flame-thrower, but can't describe the subsequent death scenes – they're too disgraceful to mention! On the investigative front, you'll be pleased to know that there are sections of the mansion that require lateral thinking skills, although the puzzles never become tedious. In fact they add even more tension to the game, as Gill Valentine found out...





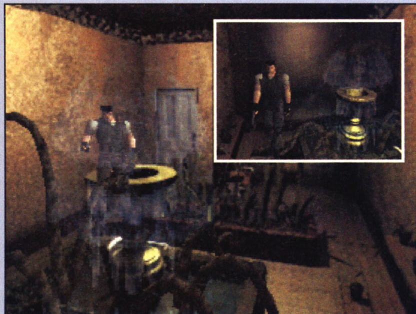




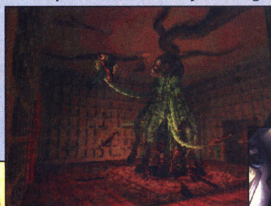
▲ Aim for the head with a shotgun and you'll hear the good old 'cabbage explosion' sound, and witness a shower of green blood as the head pops and the body topples to the floor.



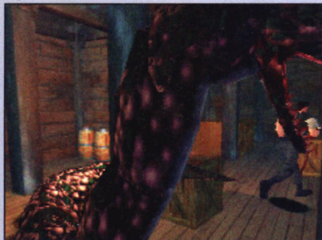
▲ Zombified Doberman hounds yap and snarl before chomping your neck, and these dogs of doom die in a most realistic manner, complete with howls of pain! Animation is totally convincing.



▲ Even the plants are alive in this house of horror, as we found out when a giant tendril darted out and throttled Chris!



◄ A decaying hallway houses a huge and horrific triffid-like plant. It lashes out with tentacles that send victims flying across the room.



▲ Prepare for an encounter with a giant snake that picks you up and eats you whole, leaving only the bloodied stumps of your legs behind.

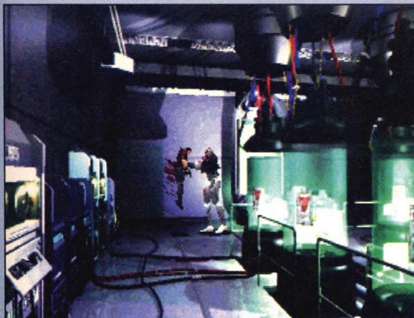


▲ We leapt with fear as we encountered a spider so large that it filled the entire screen! Don't you just HATE spiders!!!

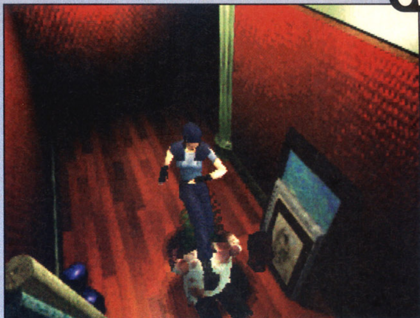




▲ Still more hidden items are found by shunting certain objects around.



▲ When you encounter the laboratory, you shall know the real meaning of the word FEAR. When this title arrives, we dare you to play this in a darkened room with the volume at maximum!



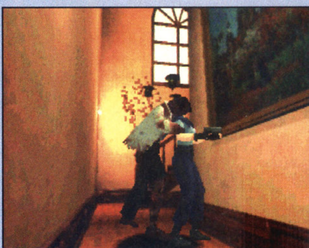
▲ That blackened object heading toward the screen used to belong to the zombie. It's his head, and Gill just booted it off!





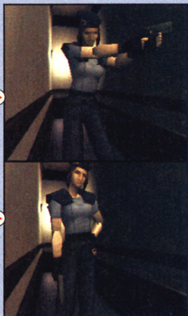


▲ Thought you might like to see how cool the characters look when taking aim. Plus this gives you some indication of how precise the game plays.



▲ Beautiful painting. Not sure of the artist though. Constable? Or that zombie, using blood as his medium!





▲ Gill seemed like the best candidate to show off the detail evident on all characters.











▲ We picked these two shots out to demonstrate the fantastic lighting effects encountered throughout the game.



RECURRING NIGHTMARE

What a game this is! Hopefully, our brief run-through has whetted your appetite for some *Resident Evil* related action. It should have done, as this looks to be the most atmospheric, playable and downright terrifying release of the year. More soon.



VAMPIRE HUNTER







Capcom. Ever heard of them? Haha, just kidding. But seriously, don't think The Night of the Capcom Beat 'Em Up ends on StreetFighter Alpha. With supernatural strength they have returned once more!



There is a world that lies beyond the alleyways of the Street Fighters. A dark country that exists beyond the colourful universe of the X-Men. A land filled with the kind of people that haunt the nightmares of Ken and Ryu. The sort of creatures that Magneto fears lurk in the darkest corner of his cupboard. Monsters that would make Blanka wet his nappy. It is the twilight zone of the Capcom cosmos... where the Darkstalkers live!

A Capcom beat 'em up filled with horror chararcters. Of all the titles in the latest wave of Capcom beat 'em ups, this is the one that you'd expect would be the nastiest, the gloomiest, the most unpleasant, the most terrifying of them all. But you'd be wrong! With Darkstalkers, Capcom have turned out their wackiest, most colourful and downright funniest fighting game yet! Darkstalkers was Capcom's first spin-off from the StreetFighter series. Just when people were wondering where Capcom could go after Super StreetFighter 2 Turbo, they took their patent StreetFighter gameplay and turned out a different game with new characters and a new theme. Horror! The differences to Darkstalkers went further than just the visuals, but it was the graphics that stood out as the most significant step-up! The amazing characters and backdrops look more like cels from a Disney cartoon than graphics from a sprite-based beat 'em up. Each character performs so many fantastical moves, blended together with seamless animation. Together with the sheer amount of detail in the backdrops, the on-screen madness is enough to send anyone without the power of second-sight completely mad!

And now the original Darkstalkers is coming to the PlayStation with Saturn owners getting the sequel! For sheer mightiness X-Men might rule, and Street Fighter Alpha may well be THE fighting game, but those in the know claim the Darkstalkers games are the best. Perhaps it's time to find out why...







THE DARKSTALKERS

At first glance, Capcom seem to have missed an opportunity. Where are all the classic horror characters you'd expect in a game like this? Well, they're right in front of you! What might seem likea bizarre collection of weirdos is actually a line-up of horror's finest figureheads.

GALLON, THE WEREWOLF



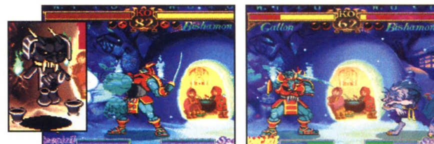
FELICIA, THE CAT WOMAN



AULBATH, THE MERMAN



BISHAMON, THE AKURYO SAMURAI



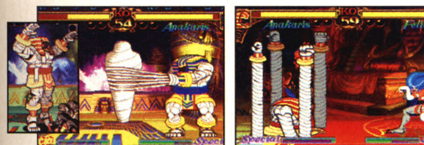
VICTOR, THE FRANKENSTEIN



SASQUATCH, THE BIGFOOT



ANAKARIS, THE MUMMY



ZABEL, THE ZOMBIE



MORRIGAN, THE SUCCUBUS



DEMITRI, THE VAMPIRE





▲ All the action pics on these two pages are...



▲ ...from PS Darkstalkers (aka Vampire in Japan).



▲ Turn the page for Saturn Vampire Hunter.

ENTER THE VAMPIRE-HUNTER

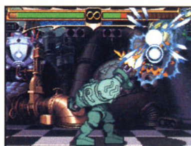
Surprisingly, the first Darkstalkers coin-op didn't do particularly well, even in Japan. So, with a surplus of unsold arcade boards, Capcom decided to update the game and rerelease it. The result was Vampire Hunter: Darkstalkers Revenge! Four extra playable characters and more advanced play mechanics make this the game that true Capcom fight-fans swear by.

PLAY AS DARKSTALKER BOSSES

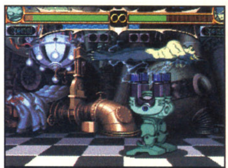


PHOBOS, THE ROBOT

He's like a junior version of the Sentinel from X-Men, but his moves are near enough as powerful. Rockets, lasers and ice-beams make up his projectile attacks, whilst st close-range he can transform into a huge magnet and bodyslam his foes.



▲ *Pull off a reverse dragon-punch for this laser attack!*





PYRON, THE ALIEN

Imagine setting fire to The Blob and you've got this incredible shape-changing fire-creature. From a flaming wheel attack, to projectile plasma balls and teleportations, this is one of the weirdest fighters you'll ever play. It's like controlling a living lava lamp!

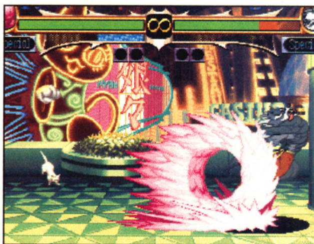


▲ *Pyron's ex-special ignites his foes!*

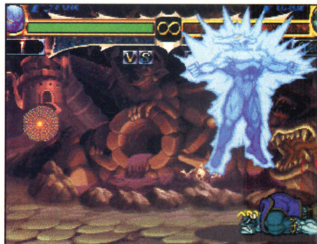




▲ *Phobos rarely stays in humanoid shape. He's the ultimate Transformer!*



▲ *Pyron's equivalent of the cannonball attack!*



▲ *Guess who's the winner in this picture.*

VAMPIRE-HUNTING TECHNIQUES

CHAIN PAIN

If you've read our mind-boggling StreetFighter Alpha review, you should know all about chain-attacks. Well, Vampire Hunter invented them. What's more it identifies chain attacks seperately from normal combos. Perform one of these fast strings of attacks and 'chain combo' flashes on screen with the number of hits. Punier combos just get a flash recording the number of hits.









TWO NEW DARKSTALKERS HAVE ARISEN!

DONOVAN, THE DARK HUNTER

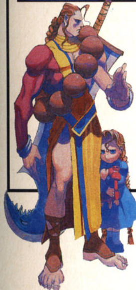


The man the game is named after. Donovan might be hunting down all the Darkstalkers, but he isn't entirely human himself. He can draw demons out of his body – a fire one, an electrical one and an ice one – and also wields a sword which he can place into the ground and launch at an opponent, providing they don't throw it back at him first!

LEI-LEI, THE CHINESE GHOST



Anyone who's seen the Chinese Ghost Story films that Channel 4 should recognise the undead creature Lei-Lei is. Her powercomes from her sleeves, from which she can draw all manner of projectiles, chains to propel her like a scythe across the screen and even screen-high blades. She also uses a large gong to repel attacks.





▲ *Donovan performs his electric spirit attack!*





▲ *Shoving her hands into the ground, Lei-Lei produces these deadly blades!*









▲ *His Ex-Special move generates a genie that crushes his foes with its massive foot!*



▲ *All her weaponary comes out of her sleeves. Even this massive weight that drops spikey balls onto the screen!*



ESPECIALLY SCARY!

Aside from the ridiculously over top Ex-Specials, Vampire Hunter also features 'Especials', special moves that use the Ex-Special energy to super-power them! Together with the Ex-Specials, each character has six Super Moves, so when fully charged they can – theoretically – unleash each of them in a row!



SUPERNATURAL SPECIALS

Fans of Capcom's beat 'em ups should be more than aware of Super Specials since the days of Super StreetFighter 2 Turbo. Vampire Hunter however, pushes the concept to the limit with its Ex-Special moves,. Alpha might have a three-strength special meter, but VH allows you to store SIX FULL levels of charge, ready to be unleashed! This makes for specatacular battles, simply because VH's Ex-Special moves are guaranteed to be the most ludicrous seen in any fighting game!



NEXT MONTH:

We review the official version of PlayStation Darkstalkers, with Vampire Hunter to follow the month after.

SATURN/PLAYSTATION
FIGHTING
CAPCOM
£44.99
OUT MARCH
1-2 PLAYERS
NO OTHER VERSION PLANNED
COIN-OP VERSION AVAILABLE

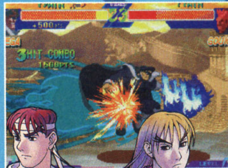
CVG GOLD

In '92 we paid £100 for a second-rate Street Fighter 2, as it became available on import for the SNES. Now its greatest successor is home – perfect – for around £45.

STREETFIGHTER

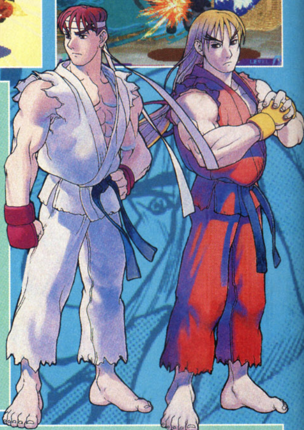












Maybe it's just us – you included – but maybe *Street Fighter 2* isn't so great after all. Maybe somebody one day said "this is the greatest game ever", and we all said "okay". Then we lost our minds and bought it – the whole thing: game, books, stickers, CDs, figures, trading cards, the lot.
But that doesn't make sense. Having played the game, and followed its development in a tantric fashion for five years now, only a total cretin would have been so screwed were it all a hoax. Having played the game.
Looking at *Street Fighter Alpha* you may feel wearied by the reappearance of too familiar faces: Ken, Ryu, Chun Li. Seen it. Done it. Don't want it, thank you. Well ask the next fan of the coin-op you meet for their wisdom. Better still, challenge them to a few rounds and find the answer for yourself. Until you've played the game you'll never know.
The greatest gaming myth has just become a legend.

HITTING THE MARK

We mentioned last month how *Alpha* is defined by a whole new fighting engine. By this we mean that all game mechanics are rewritten, so old tactics are no longer guaranteed to work. Everything from the artwork to the combo system is changed – reworked to satisfy today's more demanding player. The new engine is complex, though accessible as always so beginners may stand a chance against the best.









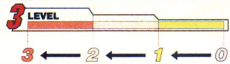




SUPER COMBO LEVEL GAUGE

All the super power contained in Alpha is harnessed by the Super Combo Level Gauge. Whenever a special move is executed, an attack connects, or an opponent's offensive is blocked, the energy level is boosted. Once fighters have at least one energy bar full, they have the following options:

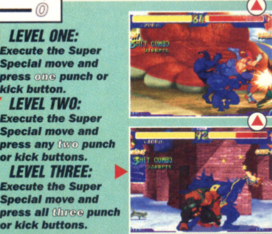




LEVEL ONE: **Execute the Super Special move and press one punch or kick button.**

LEVEL TWO: **Execute the Super Special move and press any two punch or kick buttons.**

LEVEL THREE: **Execute the Super Special move and press all three punch or kick buttons.**



ALPHA

AUTO GUARD

This feature is adapted from *X-Men*. It is intended to assist novice players and affects those fighters under its rule in three ways:

1. Automatically blocks an opponent's attack. Obviously. But bear in mind that this safeguard only lets you off the hook 10 times.





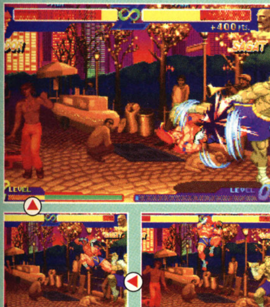
2. Only one Super Combo level is stored in the gauge, leaving the richest rewards for the professionals only.

3. To those whom dexterity is a super unknown, Supers are executed by pressing same-strength punch and kick simultaneously.



ALPHA COUNTER

Transforms a block into a counter attack, sapping one bar of Super energy. Counters are performed with a Hurricane Kick motion, followed by punch or kick.



CHAINS

Not every great combo relies on the use of special moves. Chain Combos allow for swift and effective sequences of moves to score big points. CCs are similar to the set pieces that have always existed, only they're faster and require greater precision.









DEFENCE

Protection is a far more adaptable skill in *Alpha*, compared to the relatively crude example set by its predecessors. Or successors, depending on which way you look at it.

GUARD WHILE AIRBORNE

When blocking in the air fighters are protected against most regular attacks, and even some specials – projectiles included. Don't expect to fluke your way past a full-on Dragon Punch though, or any perfectly-timed uppercut for that matter.



SPLIT-SECOND GUARD

Fighters have freedom of movement when blocking, right up until a split second before contact. Meaning it's possible to walk backwards when the opponent is on the offensive, whether it be with a projectile, jumping attack, or just taunts.



TUMBLE ACROSS THE FLOOR

When knocked for six, using a fireball technique allows fighters to roll toward their opponent on landing. Use of this option prevents being bounced into a corner trap. As the move is so fast, launching an attack straight after works as a nasty surprise!



SHOW NO FEAR

At times where a challenger's performance is so laughable it just deserves ridicule, players may do just that. Tapping the Select button (PlayStation), or shoulder buttons (Saturn) prompts your fighter into a mocking pose. This is only possible once a round, but the look on your rival's face is priceless. Plus their predictably frenzied reactions often lead to further humiliation in the form of a beautiful counter attack.





BUMPY RIDE

Hitting a fighter again when they're as good as down is a technique known as Juggling. We saw it first in *SSF2 Turbo*, and it has appeared in some form or another in many recent fighting games – especially with the 3D mob. Many of the biggest-hitting techniques in *Alpha* depend on juggling for results.



RYU

Ryu performs almost identically to how he plays in SSF2 Turbo. He has retained his two-hit medium punch, seen in the Special Combo on the right. Only the Super Hurricane is new. Despite being among the longest-running characters of the series, he is still the choice of 'pros' as he is a powerful all-rounder.



CHAIN

An easy four-hit combination, used to distance opponents.


Jumping hard punch.


Low jab.


Medium sweep.


Hard sweep.

SPECIAL

The extra hit in this five-hit combo comes from the two-hit power of the initial medium punch.


Medium punch.


Low jab


Medium sweep


Fireball!

SUPER SPECIAL

Best wait until the opposition is stunned before launching this 12-hit Super Combo.


Jumping hard punch,


Standing jab,


low jab,


Then start the hurricane to complete 12 hits.

CHUN LI

Don't know what happened to her between this game and the first World Warriors tournament, but Chun Li is a better balanced character in Alpha! Flash players are given lots of opportunity to excel with her, as even her 'pose' move causes damage! Plus, as demonstrated here, she can chain Supers together!



CHAIN

Easy four-hit chain combo which pushes opponents, as opposed to knocking them down.


Jumping hard punch.


Light punch.


Medium punch.


Hard kick.

SPECIAL

Charge down while performing the initial moves in this five-hit sequence to release the special at the end.


Light kick.

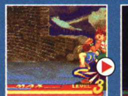

Medium kick.


Hard Vertical Spin.



SUPER SPECIAL

This one is hard to perform, so keep practicing! It's an impressive 12-hit double super combo!


Medium kick.


Charge Thousand Burst kick.


Straight into a Power Storm.



ADON

It's tempting to shy away from Adon initially, as his repertoire doesn't adhere so closely to what SF2 vets are used to. Persevere, however, and you'll discover a speedy, versatile fighter. Like Dhalsim before him, Adon is very much a distance fighter, able to zone out fighters and wait for their mistakes.

CHAIN

Adon's moves require precision to chain successfully, but this four-hitter is a start.


Hard punch.


Light punch.


Medium punch.


Hard kick.

SPECIAL

Opponents must be in the corner, otherwise the last move in this combo won't connect.


Light punch.


Light kick.


Medium kick.


Hard Jaguar Knee.

SUPER SPECIAL

Tapping the punch button racks up the hits at the end of this super combo.


Hard punch.


Light punch.


Level Three Jaguar Breed Assault!



KEN

New to Ken is his ground roll, which is additional to the defence move. Also he's practiced an axe kick which confuses players who aren't used to defending against it. A good tip with Ken is to tap the punch button repeatedly when finishing on a Level 3 Super Combo (using kick). This scores 14 hits alone!



CHAIN

Ken sneaks an extra jab to increase his tally of hits to five. Easy peasy, lemon...


Hard punch.


Light punch.


Light punch.


Medium kick.


Hard kick.

SPECIAL

After crossing-up his victim, Ken goes straight into using all the punches to round off this six-hit combo.


Medium kick.


Light punch.


Medium punch.

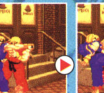


Hard Dragon Punch to finish.

SUPER SPECIAL

Score an enormous 17 or more hits by saving this super special until last!


Medium kick.


Light punch.


Light kick.



Vertical Dragon Wave – keep hammering!

SAGAT

Thailand's Muay Thai Monster is more combo friendly, thanks to his modified Tiger Knee. Two of Sagat's super moves can be chained together – his knee and fireball – but this is extremely difficult, and the result is not so impressive. His uppercut scores multiple hits, more so if it should start from the bottom up.



CHAIN

This one relies on the double strength of Sagat's roundhouse to raise the score.


Medium kick.


Light punch.


Medium punch.



Hard kick for two hits.

SPECIAL

With Sagat's improved knee technique, it's easier to perform this five-hitter.


Medium kick.


Light punch.


Medium punch.



Tiger Knee for two hits!

SUPER SPECIAL

Ten hits, thanks to the super special tagged on the end. Steals at least 1/3 of the energy bar!


Hard kick.


Light punch.


Medium punch.



Tiger Raid for loadsa hits!!!

CHARLIE

Players confident with Guile are equally at home with his army buddy. Only now it's possible to sneak in a couple of hits between existing Guile routines. Charlie's Flash Kick Super is tricky, but worth taking to Training Mode to practice. Better to capitalise on his multiple Sonic Boom Super at first.



CHAIN

Cross-ups usually aren't Charlie's style. So this four-hitter can come as a painful surprise!


Medium kick.


Light punch.


Medium punch.


Hard punch.

SPECIAL

See how Charlie's repertoire is so much better than Guile's. The third and fourth kicks are extras.


Hard punch.


Light punch.


Medium kick.


Medium kick.


Hard Flash Kick.

SUPER SPECIAL

Even the experts have trouble with this one. The first punch is required to land extremely deep.


Hard punch.


Light punch.


Light kick.



Somersault Justice for multiple hits!

BIRDIE

Well, he's big! Of all the fighters, Birdie's moves resemble Zangief's the most. Though powerful, Birdie is fairly inept at stringing special combos together, but his Super moves compensate for this lack of speed. Consequently this fighter plays a strategic game, looking for the opportunity to dive in close.



CHAIN

Simple but strong. However the second hit requires careful timing to connect.


Hard kick.


light kick.


Hard punch for two hits.



CHAIN

Like we said, Birdie isn't big on specials. But this three-hit chain is deadly!


Hard punch.


Medium punch.


Hard kick.

SUPER SPECIAL

Unfortunately this one doesn't register as a fully fledged combo, though it cannot be blocked.


Hard kick.


Light punch.




Level three Leaping Chain Grab.

GUY

Shares the accolade of fastest character with Chun Li. Guy can also bounce off the walls, to confuse anyone timing their attack below. If you need a comparison, we suppose Guy is similar to Vega, where he dashes in quickly to trip or throw. No projectiles means that the Ninja is resigned to using himself as one!



CHAIN

Simple beyond belief. What more can we say? Useful though. Four hits that even a gibbon could perform.


Hard punch.


Light punch.


Light punch.


Hard kick.

SPECIAL

Be sure to jump Guy in really close before starting this rapid six-hit routine.


Hard punch.


Light punch.


Medium kick.


Hard Tornado Kick.

SUPER SPECIAL

The final super requires Guy to be close as possible, otherwise it won't connect.


Hard punch.


Hard punch.




Level three 'Tom Cox' Fury.

BISON

Like Birdie, Bison is poor at stringing fast combos together. Yet he is a formidable opponent in the right hands – especially the CPU's. Basically a couple of well placed hits from Bison are as good as a five-hit chain from anyone else! The devastating Psycho Crusher is now assigned to Super Special status.



CHAIN

Three hits, but only two buttons pressed. Not exactly difficult, but powerful.


Hard kick.


Hard kick – for two hits.



SPECIAL

The easier example of how to use Bison's Psycho Shot to trap an opponent.


Slow Psycho Shot.


Hard kick.


Hard kick – for two hits.



SUPER SPECIAL

No escaping this Psycho Crusher, in a combo which steals half the energy. Wait until they're stunned.


Slow Psycho Shot.


Level three Psycho Crusher!!!





ROSE

She looks deceptively weak, but Rose is capable of Super Combos in excess of 30 hits. Chain combos come easily to Rose – sequences that are especially useful when powered by her Soul Illusion. Along with projectiles of her own, this Soul Diva uses psychic energy to reflect those cast by others.



CHAIN

Rose demonstrates her prowess at constructing chain combos, with five hits.


Hard punch.


Light punch.


Light kick.


Medium kick.


Hard kick.

SPECIAL

Crossing up is tough with Rose but this three-hit special proves its worth.


Medium kick.


Hard punch.


Soul Reflector.

SUPER SPECIAL

Empowered by her Soul Illusion, Rose saps over 3/4 of a victim's energy!!!


Soul Illusion.


Medium kick.


Light punch.


Light kick.


Aura Soul Slew.

SODOM

Closest known 'relative' is T Hawk from SSF2 due to his use of Spinning Piledriver style techniques. Unique to Sodom are two defensive 'rolls', the second of which is a charging attack which envelopes the victim in flames. Have fun slotting this guy's 'pose' between moves, as it's so quick.



CHAIN

After the first hit, this four-hit chain is easy. Just make sure the initial jump is deep.


Hard punch.


Light kick.


Medium kick.


Hard kick.

SPECIAL

Anyone who's played Ken or Ryu will adapt to this four hit routine, no problem.


Hard kick.


Light punch.


Medium punch.


Zigoku Scrape!

SUPER SPECIAL

It's important to start the motion for the Super Special as soon as the second punch connects.


Hard punch.


Light punch.


Meidonomiyage!!!



AKUMA

Easily the best character for juggling with special moves. Skilled players can link his Fireball, Hurricane, and Dragon into one combo. THE most powerful move in the game, unsurprisingly, belongs to Akuma. We call it the 'Fire-Cracker' – a move so deadly the screen disappears behind a wall of light!



CHAIN

Like Ken or Ryu, Akuma has no problem chaining these four hits into a sweep.


Medium kick.


Light punch.


Light punch.


Medium kick.


Hard kick.

SPECIAL

Told you he was good at juggling. For even better results, exchange the final Dragon for a Super.


Hard punch.


Light punch.


Medium kick.


Hard Hurricane.


Hard Dragon.

SUPER SPECIAL

Absolutely the scariest combo in the entire history of the stars and planets, and CVG. Kaboom!!!


Hard kick.


2x light punch.


Press toward plus light kick.


The 'Fire-Cracker'...





DAN

Despite his looks, Dan is not the Ken/ Ryu derivative you might imagine. He's closer to Robert Garcia in SNK's Art of Fighting. As a player-controlled fighter, Dan is pretty useful. However his fireball is weak, and the CPU is hopeless at focusing his skills. This has led some critics to wrongly discount his prowess.



CHAIN

Comparatively slow, deliberate hits characterise Dan's five-hit chain sequence.


Medium kick.


Light punch.


Light punch.


Light punch.


Hard kick.

SPECIAL

Simple enough, but bad enough to score five hits on a slow-witted challenger.


Hard punch.


Hard punch.


Hard Cyclone Kick.





SUPER SPECIAL

Twelve hits enough for you? Dan's super special tagged onto this three-hit chain scores nine alone.


Hard punch.


Light punch.


Medium kick.


Level three Cyclone Frenzy.



GROOVE THANG



As you know, playing games down the local arcade is not the ideal situation to appreciate a great soundtrack. Which is a shame, because Alpha has one of the best around! Charlie's stage is sassy and cool. Chun Li's is a jazz remix of her classic SF2 theme. Favourite here, for the moment at least, has to be Birdie's smokin' funk rhythms. But the party doesn't stop there. As this is the extra special home version, there's an option to play 'arranged' compositions of each fighter's appropriate anthem, played on authentic sounding instruments as opposed to the trashy synth of the coin-op. In most cases the arrangements are way superior to the originals, though you can't beat a little arcade authenticity now and again.

SUPER-HYPER-TURBO-BALLISTIC-EXPIALIDOCIOUS

Take the opportunity to really heat up your *SF* action with the two Turbo speed settings, available from the home version Set-Up screen. Though not as fast as the hyper speed settings available on *SF2 Turbo* for the 16-bit systems, 'T2' runs at a cracking pace – especially considering the complexity of the gameplay.

REPLACE THAT CONTROLLER NOW!

It goes without saying that the standard PlayStation controller is not ideal for playing *Street Fighter*. The cross-key especially is a clumsy tool for performing the kinds of manoeuvres required in *Alpha*. Best to invest in a more suitable piece of kit, such as the Phantom from Euromax or similar. Jaime uses a '2-Way Fighting Commander'. Your nearest independent is sure to have a cool selection, and offer the best advice.

SATURN





PLAYSTATION





PSX AND SAT COMPARE

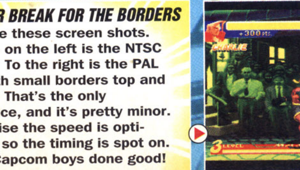
With both versions on continuous play here at CVG, we consider ourselves well-versed in the pros and cons of both PlayStation and Saturn versions of *SF Alpha*. Here's what we have found to be true:

1. Loading time is quicker on Saturn than PlayStation. Just as well seeing as the Now Loading sign is totally crap on Saturn!
2. The Now Loading sign appears before the WINNER screen is flashed on screen for the PlayStation version.
3. When performing super moves, the shadows behind the fighters are closer to the arcade on PlayStation. Capcom modified them for Saturn.



MAKE OR BREAK FOR THE BORDERS

Compare these screen shots. The one on the left is the NTSC version. To the right is the PAL one, with small borders top and bottom. That's the only difference, and it's pretty minor. Otherwise the speed is optimised, so the timing is spot on. Those Capcom boys done good!





HARVEST FOR THE WORLD WARRIORS

So to the super cheats that release the untold power of demon Akuma, General M Bison, and secret avenger Dan as featured in this review. Plus the means of accessing the infamous Dramatic Battle.

SECRET CHARACTERS

AKUMA Highlight '?' on the Player Select screen, and press ← ← ← ↓ ↓ ↓ then jab and medium punch together. (Keep L2 button held down for PSX) (Keep L button held down for Saturn)





BISON Highlight '?' on the Player Select screen, and press ← ← ↓ ↓ ← ↓ ↓ then jab and medium punch together. (Keep L2 button held down for PSX) (Keep L button held down for Saturn)





DAN Highlight '?' on the Player Select screen, and press MP,LP,LK,MK,MP (Keep L2 & R2 buttons held down for PSX) (Keep L & R buttons held down for Saturn)





DRAMATIC BATTLE – TWO AGAINST M BISON!

This option is so special, it is reserved strictly for players who boast the highest skill – ie, able to complete the game on Level Five or higher without using a continue. Dramatic Battle is a cataclysmic confrontation in which Bison challenges both Ken and Ryu at the same time. It's the opportunity you've been waiting for to well and truly kick his diabolical ass!



VERDICT

SATURN AND PLAYSTATION

Street Fighter fever has gripped me again. And there is no escape for me this time, I fear! While I don't profess to be anything like an *SF* master, I've played these games long and hard enough to recognise how clearly the gameplay has improved over the years. Few games match the precision control and artistic finesse which characterises the *SF* series, and *Alpha* is without doubt the pinnacle thus far. Before the 32-bit systems, some players used to hand over at least £1000 for a Capcom CPS2 unit containing the latest 'must-have' version of *Street Fighter*. Seems we're forgetting too soon how it felt to long for an exact arcade conversion job on the 16-bit machines. It never happened. Now a £45 CD contains not just the coin-op, but a selection of useful extras besides. As an arcade translation, and as a video game period, *Street Fighter Alpha* redefines 32-bit quality in the 2D arena. Miss this and miss out big time!

PAUL DAVIES

SECOND OPINION

To those who haven't played the game properly, *Street Fighter Alpha* may seem to be a pointless cash-in on the popularity of the series, but that couldn't be more wrong. It's by far the most advanced 2D beat 'em up around and is one of the few genuinely essential games to own. You MUST have it!

ED 'ROSE' LOMAS

THIRD OPINION

We've got three current Capcom beat 'em ups in the office at the moment: *X-Men*, *Vampire Hunter* (on import) and *Street Fighter Alpha*. The thing that's bugging me is which one is the best. It's almost impossible to judge, but personally *SFA* is my favourite. The action is so tight and snappy, the graphics are classy and the sound is totally funky. *X-Men* may be more spectacular, but SFA is total kung-fu. The most addictive game in our office. Buybuybuy.

TOM GUISE

ROUND 10 000 AND COUNTING

Far and away the best feature of the home version is Training Mode. Here is where fighters improve accuracy, and increase dexterity without fear of totalling the dummy player's energy and having to start again. Training Mode is a god-send to dedicated SF players, as you can plainly see.

STAY THERE!

Have the 'punch-bag' standing, crouching, or jumping on the spot to practice a wide range of techniques.

ENERGY MONITOR

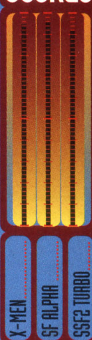
Choose to have the energy bar respond to damage, or register none at all. Observe the damage caused by each technique, or practice any combo indefinitely.

RECORD THE ACTION

Store one full round in memory. This is feature is invaluable for committing to memory the most complex, or downright impressive routines.



SCORES



GRAPHICS 94 Capcom have gone on record to say nothing is missing...

ANIMATION 95 ...not even one frame of animation. A visually PERFECT translation.

MUSIC 97 Taken straight from the arcade, plus there's the remixes.

SOUND EFFECTS 92 Again, the sounds are direct ports from the original arcade code.

GAMEPLAY 96 Exactly like the arcade – only with minor improvements.

VALUE 95 You get a £2000 game for £45 – plus enhancements. A total bargain!

OVERALL As good as perfect, in some ways better, conversion of a near perfect coin-op. The best Street Fighter ever. The greatest home conversion ever. Almost the best fighting game ever.

96

SNES
FIGHTING GAME
CAPCOM
£44.99
OUT NOW
1-2 PLAYERS
PREQUELS AVAILABLE ON SNES AND MEGA CD

It's the game that spawned countless imitations, not least Capcom's own sequels that have appeared across Nintendo formats. Now Final Fight gets Tough.

FINAL FIGHT TOUGH





Lucia takes to the air with her snappy Tornado Spinner.



Other newcomer Dean's impressive Ikazuki technique.



A Violent Axe in the face as reward from the Mayor!



You won't see Guy do this move in SF Alpha!

With no chance of *Street Fighter Alpha* ever appearing on Super NES, gamers could console themselves with the latest installment of a series more classic than *SF2*. A prospect made all the more attractive by the presence of the ever popular Guy – wearing fishnets no less!

Since *Final Fight 2*, which wasn't all that great, we know that the Super NES has no problem managing the frenetic two-player action of the original coin-op – with more besides. This time Capcom go one better by introducing a two-player option, without the need for another player! Also there's two new characters to challenge the punks of Metro City, in addition to the indispensable Mayor Haggar. Under the safe assumption that most players are totally at home with more complex, *SF* style techniques, each character now boasts extra special moves, along with a Super Power gauge of sorts. It all seems too good to be true.

And unfortunately it is.



SHADOW DANCER

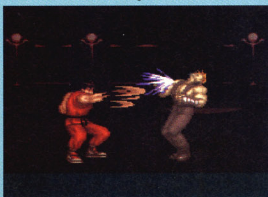
You can take the fight to the city's scum by yourself, with a human-controlled partner, or with the assistance of the CPU. This last feature is pretty cool, as it allows solo players to appreciate the full experience of a busy screen. Unfortunately having the CPU tag along slows things down somewhat, plus the silicon wimp refuses to proceed beyond one credit. Once it fails, you're on your own!

KILL WITH POWER

In addition to their standard attack, and jump set-up all fighters boast special attacks. Both Haggar and Guy execute theirs using a standard fireball move, while newcomers Lucia and Dean boast one other slightly more complex technique each.

DIE! DIE!

Once a character's Super Gauge is full, they can unleash a Super Mega Crush attack! These moves are so outrageous, you can almost here the Super NES creaking under the pressure. At least Paul's one does since somebody spilled onion soup all over it.
He was most annoyed about that.



Guy's Joe Mushashi style Super Mega Crush attack.

VERDICT

SNES

Here is an example of how a bunch of amazing ideas doesn't necessarily add up to a stunning game, even when worked by the hands of the masters. The Super Mega Crush moves are impressive, but quickly loose their appeal. If you want that kind of thing, *Super Street Fighter* is many times more worthy of attention. Moreover the game runs awkwardly on the Super NES, ridiculing players with terrible slowdown and sprite tearing. I'm sure the team responsible tried hard to create a marvel with *FF Tough*, as the extensive character moves demonstrate. And I wouldn't say that this aged concept is beyond revival. But one that's so easily beaten, with so few surprises along the way, certainly lacks the necessary punch. The potential was there, but even die-hard Capcom fans will be disappointed with this one.

PAUL DAVIES

SCORES

GRAPHICS	76
ANIMATION	74
MUSIC	68
SOUND EFFECTS	71
GAMEPLAY	54
VALUE	40
OVERALL	57

PLAYSTATION......
PLATFORM..........
CRYSTAL DYNAMICS
£39.99..................
OUT MARCH..........
ONE PLAYER..........
NO OTHER VERSIONS PLANNED.............
SATURN AND 3DO VERSIONS AVAILABLE...........

He's maybe too clever for his own good, but 3DO players are used to getting the better of him. Now Gex is channel surfing onto your 32-bit machine.

GEX







You can picture the scene: bunch of high-power execs, pondering the significance of video game platform heroes over the years. With a fertile new hunting ground to plunder for, potentially, huge rewards. When their Gex character strolled nonchalantly onto 3DO last year, he had no competition. For all that, he was still pretty cool.

Cutting to the chase: PlayStation already has one critically acclaimed platform hero to its name – *Rayman*. That same character is also doing pretty well for the Saturn. Plus, Sega's machine has the excellent *Clockwork Knight 2* to its name. Basically this Gex guy is fighting some stiff competition. Fortunate for him that Crystal Dynamics dreamt up some neat tricks of his own. Rather, they ripped 'em all off. But what the heck.



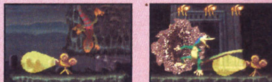
Grasshoppers fill Gex with super gecko jumping power.



Not sure why, but Caterpillars make Gex invincible for a while.



Cameras serve as switches, to open alternative routes. Strange.



LET'S PLAY TV GAME

Playing *Gex* is all about switching on as many TVs as possible, without dying. Sort of like the CVG games area on a grander scale. Once a TV is warmed up, Gex is allowed to enter whichever programme it's running to explore for treasure. In all cases the crucial reward is a remote control; the tool for activating still more TVs. The type of encounters Gex expects to face are dictated by whichever Media Dimension he is drawn into – Graveyard, Cartoon, Jungle, or Kung Fu. And guess what – each Media Dimension is governed by some hideous Boss characters, who all work for REZ: "Lord of the Network".







Access all areas in the Media Dimension from "The Dome".





Rez! Like all the best newsreaders, he has no legs and shouldn't smile!

NAKED IN THE BREEZE

So, what does a gecko lizard do to earn pride of place in a platform game? Bet you're just dying to find out.

TAIL WHIP

Aside from hurting enemies at close range, here are a couple of things you might not guess from first glance.



Instead of swallowing a Bug power-up, try batting it instead. This refills one empty hit paw!



These skulls are indestructible. However they make great missiles! Aim carefully, then STRIKE!



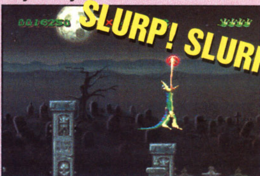
Somehow this green guy's tail is more powerful when swung high in the air. It's all in the twist.



When crawling on the ceiling, fragile sections are broken into dust by a sharp jab. Careful though.

All power-ups require Gex to swallow them up before taking effect. But his tongue is adaptable in other ways too you know...

SLURP! SLURP!



Take a flying leap and use the gecko's tongue to nail floating bonus items – such as Golden Flies.



Hanging from walls or ceilings provides Gex with more opportunities to slobber over useful stuff.

MULTI COLOURED LAUGH

Depending on which type of firefly Gex makes a meal of, the colour and impact of his spew is altered. Swallow a couple more of the same colour, and the effects are multiplied. Plus he maintains these special powers when hit, should he have more flies in reserve.



Cool, if only for the sound it makes – yellow charges gecko gack with electricity!



Blues freeze – encasing enemies in ice-blocks for Gex to smash with his tail.



Red flies make hot puke! Watch the scum burst into flame!

Gex dives into this whatever it is to find bonus stages and short cuts.

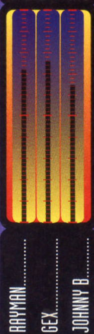
VERDICT

PLAYSTATION

Cheesy it may be, but Gex is an okay game. Faster paced than *Rayman*, and busier than *Clockwork Knight*, although not nearly so inventive as either of those two. For a tall sprite, *Gex* is a surprisingly nippy character to operate. What struck me the most about this platformer is that there are tests of skill appearing almost every second step. Though you might loathe the humour, the last thing this game is guilty of is being boring. While every Gexism is traceable to various points of an experienced player's 16-bit library, this doesn't stop what's on offer from being inanely enjoyable. *Gex* is a good enough example of a skillfully constructed platformer. The music is cool, and the visuals are – by and large – very slick. In the absence of *Mega Man*, *Contra*, and *Sonic*, *Gex* seems to impress. But both Saturn and PlayStation are capable of supporting much better.

PAUL DAVIES

SCORES



GRAPHICS 82
Skillfully drawn, with impressive special effects. Corny though.

ANIMATION 83
Gex is super slick, but his adversaries are old 16-bit robo-dull.

MUSIC 85
Surprisingly cool. That is, it suits the swarve of the game.

SOUND EFFECTS 80
Gex blabs too much, though the quality of speech and FX is top.

GAMEPLAY 78
Involving throughout, though you've 'seen it/ done it' all before.

VALUE 76
Fairly involved, though hardly a showcase of super console power.

OVERALL
May not be the crucial buying choice of the year, but Gex has lots to offer platforming fans, and most total addicts' itchy fingers!

77

PLAYSTATION
BASKETBALL SIM
SONY
£TBA
OUT NOW
1-8 PLAYERS
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

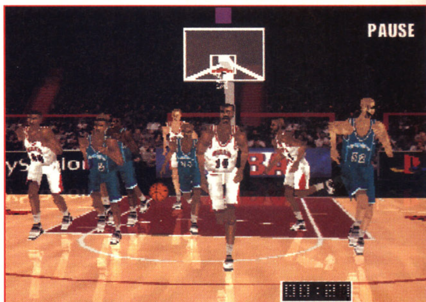
Official PlayStation owners have seen Total NBA on their Demo 1 disks, now they can play it for real.

TOTAL NBA

Many British gamesplayers find it strange that so many basketball games are released in this country when the game isn't really all that popular. In fact, there are about the same number of Basketball sims as Soccer sims available. Occasionally, however, basketball games manage to create real excitement among UK players (*NBA Jam, for example*) and *Total NBA* managed to cause quite a fuss long before its release by being the most impressive game on the free Demo 1 disc. The graphics have certainly got people excited, but can the occasionally repetitive subject be made exciting too?

© 1996 Sony Computer Entertainment Europe (A Division of Sony Electronic Publishing Ltd.)

▲ *The full-motion video intro is just like the start of a TV show, ending on this title screen.*



MR SHEEN SHINES...

Graphics maketh not a great game, or so the tired old saying goes. They can, however, really help to increase the atmosphere of a game, and in *Total NBA* they do just that. The 3D characters have all been motion-captured, meaning that they all move very realistically and smoothly, and they perform a wide variety of shots, dunks and falls. The reflections on the court are what give the game a look of real depth, and these are created in a very clever way.

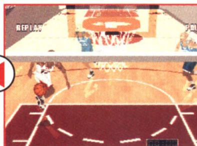
Underneath the real court there are translucent 3D nets, advertising boards and players' lower legs which mimic what is happening on the court above. These can be seen through the transluscent court floor, giving the impression that they're actually reflections. Clever, eh?

OOH! TERRIBLE SHOT!



▲ *You shouldn't really miss from here. Oops.*











● *After every dunk, you get a replay from one of a selection of camera angles. If it was particularly good, you can watch it over and over manually, like this dunk on the left.*



▲ *Phwooar! Four field goals!*

NICER THAN ORANGES

Halftime entertainment has become just as important in video game sports as in the Superbowl, and *Total NBA*'s got it just right. What do gamesplaying lads want to see after two periods of hard action? Cheerleaders! A selection of lurverly ladies dance while you admire the vital statistics on-screen. This is all presented in some of the smoothest and clearest full-motion video yet seen in a game.





YABBER YABBER YABBER

The commentator only really speaks at the most important moments of the match, rather than babbling all the way through, avoiding too much repetition of phrases. Actually, he does come out with "Ooh! Terrible shot!" quite a lot. But only when one of our designers is playing. He also says all of the players' names when they score, with certain players causing him to get particularly excited – "Scottteeeeeee!! Pippeeeen!!", for example.

VERDICT

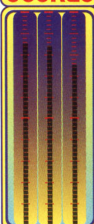
PLAYSTATION

Total NBA has got what are undoubtedly some of the best graphics yet seen in a sports sim, and the sound's pretty excellent too. And the presentation's brilliant. Of course, the most important part is whether the actual game's any good, and thankfully *Total NBA* is very good. The controls work well, giving you a good sense of actually controlling the players on the court. The problem comes with it being basketball. I know the fans hate people saying this, but basketball is one of the more repetitive sports around. Run to one end, shoot, run to the other end, shoot, run to the other end, shoot... *Total NBA* just doesn't add enough to the basic running and shooting, unlike *NBA Jam* with its flames and powerups, and *NBA: In the Zone* with its fancy tricks and moves. Non-basketball fans will still enjoy it a lot, but fans should take time to choose between this and *NBA: In the Zone*.

EDBALL LOMTROTTER

Tom Guise wrote this name-Ed.

SCORES



NBA: IN THE ZONE
TOTAL NBA
NBA JAM: TE

GRAPHICS 93
Detailed players and a lovely reflective court.

ANIMATION 94
Amazing motion-captured player movement.

MUSIC 82
There's not much, but it's good quality.

SOUND EFFECTS 87
Very realistic shoe squeaks and clear speech.

GAMEPLAY 79
Slightly slow and a bit basic, but still very good.

VALUE 80
Great fun in multi-player, and long lasting in one.

OVERALL
A really good basket-ball game with totally incredible graphics. The multi-player mode is what really makes it, but fans should think seriously about NBA: In the Zone.

84



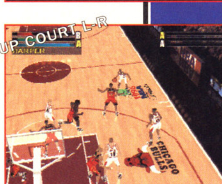
ONE PLAYER



FULL COVER LOW



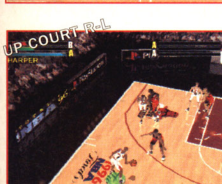
FULL COVER HI



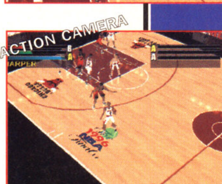
UP COURT L-R

FLY LIKE A BIRDY

As is now expected of every 32-bit game, sports sim or not, *Total NBA* can be played from loads of angles. These angles range from the useful side-on views to the useless blimp views, with loads of others in between. These views and more can all be accessed in the excellent replay mode, and one of the best replay-specific views is the manual camera. This allows players to "fly" around anywhere in the arena, position their virtual camera, and watch the action again.



UP COURT R-L



ACTION CAMERA

MANUAL CAMERA



CHICAGO BULLS
SMALL FORWARD
POSITION: GRD/FWD FG AVERAGE: 0.48
SHIRT NO. 33 FG3 AVERAGE: 0.34
HEIGHT: 6' 7" YRS AS PRO: 8
SCOTTIE PIPPEN









New Games

The games on these two pages are to be released for PC CD-ROM by Acclaim. They are rated as follows:

★★★★★	Unmissable
★★★★	Very good
★★★	Good
★★	Fair
★	Tragic

DOUBLE SWITCH

DIRECTED BY....... MARY LAMBERT
STARRING.............. YOU
COREY HAIM
DEBBIE HARRY
CAMILLE COOPER
CERT. PG *DURATION* 90 MINS. APPROX. USA
OPENS NATIONWIDE APRIL

Corey Haim is Eddie, a strange young lad who claims to run a large building (the Edward Arms). As the building is situated in a bad neighbourhood, he's fitted the whole building with a series of traps to keep the tennants safe, but somebody has locked him in the basement and cut him off from the main control computer. Because he can't control the traps, the hero (You) takes over via the phone lines and is told to protect the tennants while attempting to rescue Haim. This can only be done by keeping a close eye on the the rooms with the concealed cameras, and searching for the lock numbers in certain powerboxes. Each of the traps has to be loaded and sprung exactly when a suspect character treads on one of the touchplates, meaning that tim-















This mummy appears later on in the game and attacks the tennants. Who is it? What do they want?

ing is critical.

The whole game doesn't just revolve around trapping people, as the plot develops to become a murder mystery game, building up to a very exciting finale. The characters are also developed well – Brutus, the ex-criminal played by Irwin Keyes (one of Fred's bowling friends in the Flintstones movie) spends his time being pestered by a gang wanting their money; the graduates (Wendy Gazelle and Kim Oja) have got a statue everyone wants; the band are trying to get signed by Slick Sammy (Taylor Negron) and Alex the journalist (Camille Cooper) is onto a hot story. Also, what's going on with Lyle the Handyman (R. Lee Ermey)? It's this constant plot crossing that makes the game so interesting.

The acting is delightfully dreadful at times, but the main character of Eddie (Haim) is portrayed very well, giving players a great sense of being involved in the plot. The score by Thomas Dolby suits the mood perfectly and the film quality, while not on a very big screen, is of quite a high standard. The cheesy acting, the complex plot, the good sense of humour and plenty of genuine enjoyment mean that this classic game could well get the revival in popularity it deserves. Go and see it at your local PC theatre now! ★★★★★

ED LOMAS







NIGHT TRAP

DIRECTED BY.... SOMEONE GOOD
STARRING.......... YOU
DANA PLATO
MIKE FROM "MIKE AND ANGELO"
CERT. 15 *DURATION* 120 MINS. APPROX USA
OPENS NATIONWIDE APRIL

The mysterious Martin family are under investigation by S.C.A.T. – the Special Control Attack Team, and their top investigator (You) is in charge of protecting a group of young girls from whatever's causing lots of others to disappear. After a briefing from Commander Simms, the car full of girls arrives at the house, and control is immediately switched over to the hero. The cameras in each room can be used to see what's going on, as well as to time the triggering of traps to catch any wrong doers.

Lurking around the house are the Auggers, terrifying monsters wearing black stockings on their heads, attempting to capture anyone they can find. Kelly (Dana Plato) is the undercover agent posing as one of the innocent girls, and occasionally gives the hero help by explaining what's going on. Other agents also give assistance by distracting the Martins, and one of them storms the house with his gun blazing.

Other characters include Weird Eddie, one of the Martins' neighbours who gets involved with the battle against the Auggers; one of the girls' younger brothers who helps him out; and the two sons of the Martins (one of which is played by Mike from "Mike and Angelo").

The acting's bad, the plot's cheesy, the effects are funny and the sexy bits aren't sexy. Brilliant! ★★★★★

ED LOMAS

Another of the PC's top games arrives on the PlayStation and looks set to get shoot 'em up fans excited all over again.

- PLAYSTATION
- SHOOT 'EM UP
- INTERPLAY
- £45
- OUT MARCH
- 1 PLAYER
- SATURN VERSION PLANNED
- PC VERSION AVAILABLE

DESCENT

The idea of *Descent*, as with most games, sounds really simple on paper. Fly your tiny ship around a load of mine shafts and bases inside moons and asteroids, searching for hostages. Pick up the hostages, locate and destroy the reactor, then get out before the whole place goes up! Unfortunately, the series of complex tunnels is full of service droids gone mad and they're all out to stop you. Fortunately, your ship can hold lasers and missiles, as well as the more powerful mining weapons found around the tunnels. The game was thought of by many as the successor to *Doom*, to become the ultimate 3D shoot 'em up. It has certainly created a lot of excitement among PC owners, and is still incredibly popular today, even when the PC sequel is almost available. It's not hard to see why.

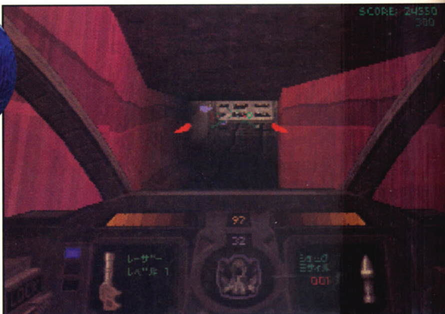


▲ *This slightly dull sequence shows how fantastic the lighting really is in Descent.*

AY' YA GO' A LOIGHT BOY?

The PlayStation's fantastic hardware is used again to create a more realistic-looking game than on the PC. Shots from both the enemies and your own ship light up the walls with whatever colour the flare happens to be. For example, if you launch a missile into a pitch black room, the explosion will light everywhere up, letting you see what's hiding. This sequence shows a laser beam flying down a tunnel, lighting the walls on either side as it goes along (Above).





▲ *Here, red and blue lasers meet to make a nice purple light. Mm.*

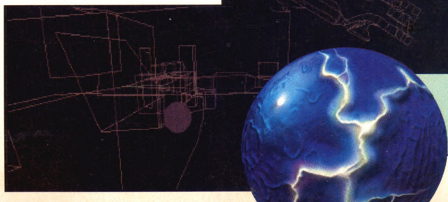


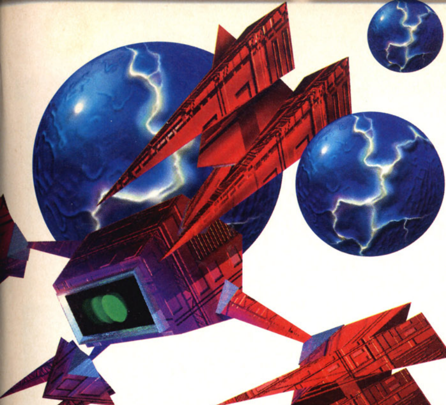
▲ *These are the most stupid of all the enemy ships. Nearly as thick as Tom C.*



MAPS OF DEATH

Seeing as all of *Descent*'s levels are complete 3D, the map isn't a basic overhead view. When requested, the wire frame outline of the level appears, and shows all areas already visited. To make it easier to see where everything is, the whole thing can be spun around and zoomed in. It's still flipping complicated though (Left).





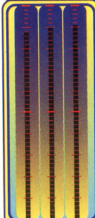
VERDICT

PLAYSTATION

Descent is another of my favourite PC games, and one which I've played a lot. The excellent graphics, sound, atmosphere and natural control really suck a player in. When I say "natural control", I mean that the ship's handling is so comprehensive that after a while you can move around anywhere without thinking about it. The graphics are just about identical to the PC version, and run about as smooth as on a good Pentium, but with the added bonus of the amazing lighting effects. The music is also improved, and the sound effects are just as good as before. Most PC-to-console conversions don't look quite as good as the originals, but *Descent* looks better and sounds better than ever. The one down side is that even the PlayStation pad with its many buttons doesn't have enough for this game! The most noticeable deficiency is that you can't fly straight up or down without tilting the nose of the ship. Not a massive problem, I know, but it can still be a bit annoying at times. Overall though, this is an excellent game with a real long-lasting challenge, and enough of everything for everyone.

ED LOMAS

SCORES





GRAPHICS 91
Lovely 3D levels with amazing lighting. Nice intermissions.

ANIMATION 89
Smooth movement on the levels and enemies.

MUSIC 84
Good background music which adds to the atmosphere.

SOUND EFFECTS 85
Nice scraping metal noises and booming explosions.

GAMEPLAY 89
Brilliant ship handling and loads of puzzles and action.

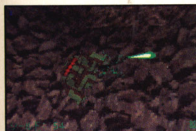
VALUE 90
Loads of massive levels, and a totally absorbing game.

OVERALL
Descent improves on the excellent PC original. An awesome game which will provide anyone with a real, fun challenge.

90



▲ *It's possible to play the game from either a cockpit view or this full-screen view. The game runs quite a bit smoother from inside the cockpit.*



▲ *Seeing as there's no gravity, the ship can be flown any way up. It's you that's wonky here, not him.*



▲ *Here's one of your mates who's been taken hostage. Collect him and get out alive for bonus points.*





▲ *The new rendered intro features your boss showing you what to do.*





▲ *This sequence shows you esaping from the exploding mines.*







WHOAH! HELLO LUNCH!

There are bound to be many of you who haven't seen *Descent* running before, and as such, can't imagine how it all moves around. The ship can move in absolutely ANY direction and can rotate on any axis. Because of this, as well as the lack of gravity, there is no "up" and no "down", meaning that pilots can enter a room any way they want. This can lead to a bit of confusion and it often turns out that the enemies in a room will be a different way up to the pilot.

SATURN/ PLAYSTATION
STRATEGY
BULLFROG
£44.99
OUT MARCH
ONE PLAYER
NO OTHER VERSIONS PLANNED
PC VERSION AVAILABLE

MAGIC CARPET

It's something most of us dream of owning at some point or another – and if you ask Tom Cox it has something to do with birds and bees...

The PC version of *Magic Carpet* went down a storm at the end of 1994, as it featured one of the most impressive 3D game engines yet seen. Not only that, but the clever blend of the "God game" strategy and the action shoot 'em up drew people right into the mystic goings on. It was so popular that after a while, an additional set of levels was released – *Hidden Worlds* – an extra 25 realms set in some particularly harsh snowy mountains. These new levels are included in the console versions, meaning there are 75 massive areas to play though! The story is that the world has been shattered into separate realms by one of the many wizards fighting for possession of mana, a powerful substance found in all living things. As the apprentice of one of these wizards, you are forced to ride your magic carpet and restore the world to equilibrium by collecting mana from each of the realms, and by stopping the other wizards from getting their hands on what could make them powerful enough to take over the world!



The trees aren't just for decoration, shoot them and you'll see that...

...the whole forest catches fire, damaging anything silly enough to go near it!

THE LITTLE PEOPLE

When the world was split into the separate realms, not all of the inhabitants were destroyed. In each area, there are civilians who can be forced to support you. Each household you possess gives you more personal mana to power your spells. The little people aren't just for show, as there are different characters:



TOWNIES

These guys stay in the village and don't do a lot.



TRADERS

Known to Wander from village to village.



BUILDERS

Walk outside the village and build more houses.

OKAY, SO WHAT THE FLAMING HECKS DO I DO NAAH?

The main idea of *Magic Carpet* is to collect the required amount of mana in each realm by possessing any found floating free, or contained in one of the many beasts found in the realm. Seeing as your wizard can't hold much at a time, you can use one of your spells to create a castle to hold your mana collection. Once set up, your castle sends out a hot air balloon to retrieve any possessed mana and return it to your castle for storage. Of course, it isn't always this simple, as there are often opposing wizards trying to do exactly the same thing while attempting to destroy you or your castle. Here's how it plays on World 1: Al Jahan, a simple level.



First of all, make a castle and then go off and get some of the free mana.



Oo! A snake monster! Hit him a few times to get some more mana!



Use some mana to make your castle bigger, then your balloon gets more.



Hooray! That's the world restored to equilibrium! On to the next one!

HIDDEN WORLDS

The best feature of *Magic Carpet* on the consoles is the massive number of levels. As we've said before, there are the original 50 levels, plus 25 newer "Hidden Worlds". The new set of levels not only look nice as they're covered in snow, but they also contain the new spell – the Homing Meteor! We don't want to reveal too much about these new features as it'll ruin the end of the game for you, so here's just a few teaser pictures of what you'll be having nightmares about.



Explosions! Loads of evil wizards! Snow! Death! Monsters! Spells! Mana!



Amazing lightning battles! Undead warriors! Flames! Pain! Fun! Horror!



Loads of enemy wizards at once! Black castles! Balloons! These Hidden Worlds are the most terrifying levels ever!

DABRACADABRARA...ER? BACRABA... DAMN!

Seeing as you play as an apprentice wizard, you don't know many spells to begin with – they have to be collected from the red jars found in most realms. The console versions have got a new, quicker-to-use spell bar, which shows all those available.

Here they all are. We won't go into too much detail about each of them because they're fairly self-explanitory.



FIREBALL



POSSESS



ACCELERATE FORWARD



CASTLE



HEAL



REBOUND



SHIELD



EARTHQUAKE



CRATER



METEOR



VOLCANO



LIGHTNING BOLT



LIGHTNING STORM



UNDEAD ARMY



MANA MAGNET



STEAL MANA



BEYOND SIGHT



DUEL



TELEPORT



WALL OF FIRE



INVINCIBILITY



GLOBAL DEATH



RAPID FIREBALL



HOMING METEOR

Here's how it plays on World 48: Meebir, a bit later on in the game:



Build a castle. Oh no! It's being attacked already! Too many evil wizards!



Suffering shad! There's hundreds of them! Attack! Save the castle! Oh, too late.



The castle's gone, you're being killed, and now an evil wizard's stealing your mana!



No castle, no mana, no magic, no health – you're dead! Darn it to Hull.












The introduction sequence shows the world being shattered and the apprentice wizard riding off to save the world, starting with this Wyvern.



This ring of statues looks perfectly innocent...

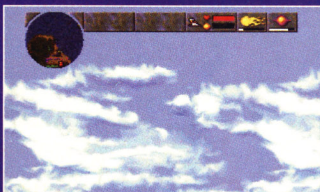


Until you fly into the middle and loads of monsters appear around you!

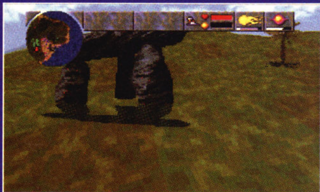
C64! NO, SPECTRUM! NO, SNES! NO, MEGA DRIVE! NO...

The two versions we're reviewing here aren't exactly the same. These pictures will let you see the few differences. The music on the PlayStation is also slightly better than it is on the Saturn, but the most important thing is that they play exactly the same.

SATURN



Here's the Saturn's skyand it looks pretty gorgeous all round.



These stones look nice on the Saturn, but the shadows are a bit rough.



When you possess a building on the Saturn, the flags look like this.

PLAYSTATION



The PlayStation version, however, has got a colourful 3D sky.



The stones are a but blocky, but the shadows are neater than the Saturn.



But the PlayStation version has got plain flags instead. Weird.

TOM COX'S RELATIVES

Unlike many games, the enemies in *Magic Carpet* can't always be avoided because they contain the mana that is needed to complete the level. On the first few levels, they don't cause too many problems, but later on you'll need all your carpet flying skills to stay alive. Here's a selection:



WORMS *Spit fireballs and die easily.*



BEES *The whole swarm flies straight at you.*



VULTURES *Like the Bees, only not as fast.*



DRAGONS *Fireball-spitting flying worms.*



APES *Big, slow and armed with massive rocks.*



GRIFFINS *Won't start fights, but they'll win them.*



EMU RIDERS *Run around firing arrows at you.*



CRABS *The bigger they are, the worse they are.*



SKELETONS *Loads of them march at your castle.*



KRAKEN *Pop out of the water, hold you still and shoot lightning.*



TROLLS *Like small Apes, only they recharge their health.*



GENIES *These guys steal all your mana.*



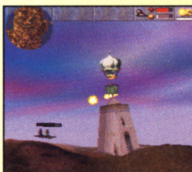
WYVERN *The hardest monster in the world. Can do anything it wants, just about.*



ENEMY WIZARD *Armed with the same sort of spells as you, he steals your mana and attacks your castle.*



Take out enemy balloons to cause them some real problems.



Or, take out the enemy castles and possess all of their mana.

THE MAGIC STONES

Along the top of the screen are the three Stones of Knowledge – the Castle Stone, the Balloon Stone and the Scorcerer's Stone. These show the current strength of each of the objects, as well as how much mana is presently held there. To the right of these are the Spell Stones, which show the two spells currently selected, one for each of the wizard's hands. To the left of the Stones is the All-Seeing Eye, a rotating map showing the immediate area, along with all the monsters, spells, mana, civilians and buildings. Enemy wizards don't show up, but any spells they cast, do – an accelerate spell which leaves a trail of dots, for example.



CASTLE STONE



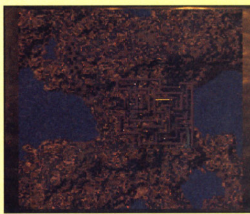
BALLOON STONE



SORCERER'S STONE



SPELLS STONE



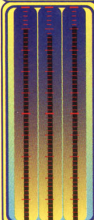
VERDICT

PLAYSTATION/SATURN

Magic Carpet is very impressive-looking, there's no doubt about that, and the game is a clever combination of strategy and shooting. The area in which the game isn't so impressive is the conversion from the PC original. Though that version only ran at the highest resolution on a super PC, these console versions have got slightly less detail than the regular mode. Also the vanishing point is a little bit nearer than before, and there aren't any reflections on the water. But these minor graphical details don't ruin the game at all. It still plays as well as it did, and the new, faster, spell menu means that the game isn't broken up as often as it used to be. Though there's always something to do in the game, it can get a bit repetitive after a few hours, as searching for and collecting the mana won't hold everyone's attention for ever. I totally recommend this to all shoot 'em up and strategy game fans, and the only decision now is which version to get if you've got both machines. Seeing as they both play exactly the same, I'd say to go for the prettier PlayStation version.

ED LOMAS

SCORES



GRAPHICS 88
Very clever and very detailed 3D with pretty good sprites.

ANIMATION 80
The movement is excellent, but the enemies are jerky.

MUSIC 85
Excellent oriental tunes. The music reacts to the action.

SOUND EFFECTS 89
Brilliant spell sounds, enemy calls and explosions.

GAMEPLAY 86
Instantly accessable, but constantly challenging.

VALUE 90
75 massive and very hard levels will last for absolutely ages.

OVERALL
An excellent cross breed of a God sim and a 3D shoot 'em up. Though it's a bit repetitive, there's always stuff to do. And it's all fun stuff.

87

NEO GEO
FIGHTING GAME
SNK
£59.99
OUT NOW
1-2 PLAYERS
PLAYSTATION VERSION PLANNED
NO OTHER VERSIONS AVAILABLE

If you bought a Neo Geo, you obviously like fighting games – which is just as well as this latest release features more animated combatants beating the crap out of one another. Marvellous.

REAL BOUT FATAL FURY

Originally released by SNK to cash in the original *Street Fighter 2* fad, *Fatal Fury* and its sequels have never been as good as their Capcom opponents, but of late, the SNK produce has got much, much better, with *King of Fighters '95* currently ruling as the most technically stunning fighting game around - so what's the point releasing yet another one-on-one battler?

Well, in our view there's always room for another fighting game if it truly offers something better than what's around at the moment – and in many ways, *Real Bout Fatal Fury* (the fifth game in the series to date) delivers in spades.

The scenario remains as implausible as ever, as do the names of the Fury fighters: Geese Howard has arisen from the dead (explanation: "I got better") to reclaim his position as the gangland boss of Southtown. Armed with the mystical might of the Qin scrolls, along with the most garish, ridiculous fighting trousers in history, nothing stands in his way. Apart from the Bogard brothers Andy and Terry along with their fellow adventurer, kick-boxing specialist Joe Higashi.

Organising a new King of Fighters tournament, Geese is determined to root out the Bogard siblings and anybody else who dares stands in his way: so prepare yourself for the most stunning Neo Geo fighting release of the year!











A NEW LEVEL OF DEPTH

Fatal Fury was quite original in that it introduced the concept of leaping "in" and "out" of the landscape, dodging attacks and countering. This remains the case in _Real Bout_, although it's possible to do so much more quickly. You can also dodge around an opponent as he attacks and counter. Overall, this all adds another layer of strategy to the fighting action and in this respect, it is superior to the _Street Fighter_ series.



WHAT'S NEW IN REAL BOUT?

In keeping with the innovations Capcom have made with _Street Fighter Alpha_, SNK have upgraded the play mechanics of _Fatal Fury_. _Real Bout_ has a chain combo system similar to _Alpha_ (including for the first time, an on-screen "Rush Hit" combo counting system), a Guard Cancel attack reversal system along with a far more logical system of throwing an opponent. Also copied from Capcom is the air-borne blocking system, although this has been expanded to allow players to change direction in mid-air as well - a technique that can confuse human opponents.







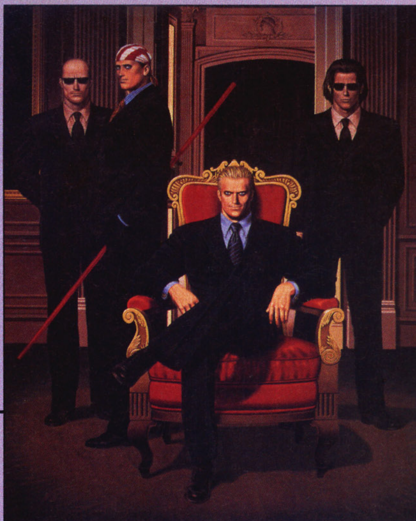








As you can see, Real Bout is big on violence!



RING-OUT!

Another original touch SNK have made to *Real Bout* is the addition of a Ring Out system similar in execution to *Virtua Fighter* series. The extreme ends of each ring are blocked off with destructible scenery. Get your foe into a corner and your attacks on him cause impact on the side of the ring. Hit it hard enough and it crumbles, giving you plenty of scope to push your opponent out of the ring. Should this occur, a humiliation scene takes place, including the odd drowning, electrocution or unscheduled tube train journey! Curiously, the latter happening is the most humbling of all...







WHAT NEXT FOR SNK?

Having just about done everything possible with the one-on-one fighting genre, what more could SNK possibly come up with? Well, two new titles in development could take the genre to new heights. First up we have Art of Fighting 3, which takes SNK's beat 'em up know-how and adds motion-captured sprites. Later on in the year, we can expect the latest (and probably) last chapter in the King of Fighters saga. In the meantime, the company are set to make a mint by converting KoF '95 to Saturn and then PlayStation whilst developing Real Bout Fatal Fury for the Sony machine. Saturn owners have to put up with the elderly Fatal Fury 3 and the tragi-comedy that is World Heroes Perfect.

RICH SEZ

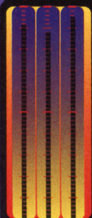


NEO GEO

The prospect of yet another SNK *Fatal Fury* game didn't exactly fill my day with the kind of satisfaction and excitement I usually seek from my video games. And indeed, when *Real Bout* arrived I thought my initial aversion to the title was well justified. However, having actually spent some time with the game I can see why SNK made the effort. With a gargantuan choice of sixteen different characters complete with a bewildering array of special moves and techniques, *Real Bout Fatal Fury* is an accomplished fighting game that has the most exacting, precise gameplay mechanics yet seen in a one-on-one combat title. And in this respect, yes, it is by far and away better than *Street Fighter Alpha*. The only problem with the game is that it lacks the real character seen in Capcom's offerings (although Geese Howard's outsize trousers have an appeal unique in the world of video games) along with the ease of use and overall satisfaction *Street Fighter* and its ilk provide. There's a lot to master in *Real Bout Fatal Fury* and that sort of challenge is what Neo Geo owners seem to crave, but the fact remains that the all-conquering *King of Fighters '95* remains superior. Overall, a cracking beat 'em up to tide you over until the inevitable *King of Fighters '96* crops up.

RICHARD LEADBETTER

SCORES



GRAPHICS 92 — *Great characters and techniques, but only three backdrops.*

ANIMATION 93 — *By far the most intense seen in a fighting game to date.*

MUSIC 87 — *Good, but lacks the orchestral "oomph" of King of Fighters.*

SOUND EFFECTS 90 — *Bassy smashes as the fighters kick the crap out of each other!*

GAMEPLAY 93 — *Complex and technically involving. Best SNK fighter to date...*

VALUE 85 — *... but doesn't offer that much new to justify the £60 price tag.*

OVERALL — *Technically, nothing can touch Real Bout. But in terms of fun and overall satisfaction, there are better battlers about.*

89

SEGA PC

Until now the only way to play Sega's home-grown titles, has been to own a Sega console. Now all that's changed. Sega Of America have turned to the rapidly expanding PC CD-ROM market with conversions of their better Mega Drive titles.

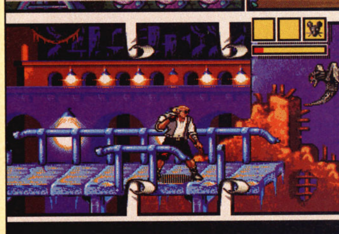
REQUIRES PENTIUM PROCESSOR 60 Mhz, 8 MB MEMORY

- PC CD-ROM
- VARIOUS TYPES
- SEGA
- £29.99 (EACH)
- OUT END OF MARCH
- ONE PLAYER
- NO OTHER VERSIONS PLANNED
- MEGA DRIVE VERSIONS AVAILABLE









▲ *The graphics are identical to the MD version. Good though.*

COMIX ZONE

SEGA PC

VERDICT 70%

PC CD-ROM

One of the best Mega Drive titles of last year was this original beat 'em up from the Sega Technical Institute. The plot puts you in the role of a comic book artist, humorously named Sketch Turner, who gets sucked into one of his own comic books. And herein lies the original element of the game, as you guide Sketch through the pages of the comic, battling monsters created by *his own hand*. The game's six levels are made of different panels like comic pages. Beat up all the bad guys in one panel, then swing onto the next one. Certain panels require puzzle-solving to get through them, and there's even a vague plot that unfolds as you work through the game.

Comix Zone might be a straight conversion of a Mega Drive game, but it's still impressive. The PC lacks good arcadey scrolling beat 'em ups, and *Comix Zone* delivers a satisfying *Streets Of Rage*-style fighting feel. The graphics capture American comic art perfectly, and there's some excellent touches such as the arch villain's hand appearing to draw new enemies.

The main downfall of *Comix Zone* is its length. The levels are only one or two 'pages' long, and they don't take long to crack. On the limited space of a Mega Drive cart, this might be excusable, but PC owners used to lengthy titles may find it all a bit too brief.

TOM GUISE

TOMCAT ALLEY

SEGA PC



▲ *Exactly where are you supoosed to be sitting, to get this view?*







ECCO THE DOLPHIN

SEGA PC

VERDICT 76%

PC CD-ROM

During the Mega Drive's heyday at the end of 1992, one title that showed the machine's capabilities was *Ecco The Dolphin*. When most games were horizontal shoot 'em ups, beat 'em ups and cutesy platformers, one in which you guided a dolphin around the oceans was something of revelation. More so, because the graphics were so realistic, with super-fluid dolphin movement and luminous underwater effects.
Now PC owners have the chance to play this Mega Drive legend. Or more accurately, the Mega-CD version which contains extra SGI-generated cut-scenes and ambient music reeled off the CD. The PC-CD version is identical, except you can increase the resolution of the graphics.
Guiding Ecco around a series of underwater mazes, you have to solve various puzzles. Find baby dolphins, touch glyphs (ambient hippy crystals, daddio) in the right order, speak to whales with your sonar, etc.
Although the game received rave reviews, the truth is, you can either stomach Ecco or you can't (he tastes a bit like chicken). The tranquil-puzzle solving activities either stimulate your new-age gaming brain or drive you mad. More so if you haven't got a joypad. Performing the delicate manoeuvres with the keyboard is fiddly and with the mouse, totally impossible! And, three years later on a Pentium PC, the graphics aren't too impressive either.

TOM GUISE









▲ *Ecco at the higher resolution.*

59%

PC CD-ROM

One delight the Mega-CD brought us was the 'interactive movie'. Sub Dutch-TV standard films, which you keep going by press a joypad button at EXACTLY the right time.
There are a few titles that have broken the mould, most notably *Double Switch* (reviewed on PC this very issue). *TomCat Alley* was also a successful attempt, if only because it disguised the lack of gameplay by keeping you busy.
It's a Top Gun affair, putting you in the role of flying ace Johnny Dakota, as you take your F-14 into enemy territory, destroying MiGs. Actually, YOU don't take your fighter anywhere. Instead, the game unfolds and when enemy planes appear, you guide the sight over them and shoot. Hit them and the game continues. Miss, and you have to hit the 'evasion-roll' icon or be destroyed.
Simplistic, but *TomCat Alley* is still fun. Unlike most FMV games, the lack of instant-death actually makes it feel like a game. Plus, there are certain mission objectives – photograph enemy bases, blow up bridges and so on. And – the one saving grace of all FMV games – the plot is entertaining.
Peculiarly, Sega haven't increased the FMV quality for the PC-CD conversion, which is inexcusably grainy. Plus, PC-CD owners are probably used to classier 'interactive movies'. *Rebel Assault 2*, for example. Fun as *TomCat Alley* is, it doesn't cut it as a PC-CD title.

TOM GUISE





▲ ***The FMV is as grainy as ever. Still, this does help disguise the model aero-planes.***

NEXT UP...

SONIC CD

Set for a May release is the long-awaited first Sonic PC title. Possibly the weakest of the Sonic titles, but it's still excellent fun, thanks to its time-travelling shenanigans. Unfortunately though, this is going to be a conversion of the American version of the game. So, gone are the brilliant Japanese Toot-toot-Sonic themes.

BAKU BAKU

The excellent AM3 puzzle game is set for a PC release. Aside from the addictive Tetris-style match-the-animal-to-its-food gameplay, the presentation is also superb. Rendered animal heads munch around the screen, whilst the icons weep when they can't reach their food.

WHAT ELSE...

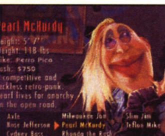
Recently released, are a range of new graphic boards supporting the NVDIA NV-1 chip, which can handle perfect conversions of Saturn titles. The most famous from Diamond Edge, costs around £250-£300 and comes packaged with Virtua Fighter Remix. Panzer Dragoon is also available. Having played VF Remix, we found it required a P90 to play the game at the right speed – and only after the backgrounds had been removed. The Saturn titles used on these boards aren't actually being published by Sega, who say they are conducting 'feasibility studies' into getting their games running without any additional hardware (Virtua Cop with mouse control was mentioned). So, PC owners wanting Saturn titles would be wise to either wait a bit longer or buy a Saturn.

The open road. Wind in your face. Flies in your teeth. Skin graft all down your left side. Love that hog!!!

ROAD RASH

PLAYSTATION
RACE 'N' RUMBLE
EA
£39.99
OUT NOW
1-2 PLAYERS
SATURN VERSION PLANNED
3DO & MEGADRIVE VERSIONS AVAILABLE

Not so long ago, the series which began on the Mega Drive received a 32-bit overhaul for the pleasure of 3DO users. At that time it felt as though the very gods had gifted us with a punk version of *Ridge Racer*! Awesome! But with Namco's super slick conversion already running on PlayStation, players expect nothing less than the spectacular. At least that's the feeling. But nutters abide by their own set of rules, right? Extreme Sports are one thing, but there's only one *Road Rash*. Come out and play!





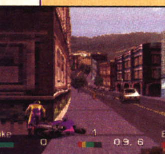




▲ *Jiminy! Those men are riding on the wrong side of the road. By Jingo!*

SASSIN' FRASSIN' RASHIN'!!!

Supposing there are still a few of you as yet uninitiated in the joys of 'Road Rashing', allow us to explain. Whereas *Daytona USA*, and *Ridge Racer* are raced on circuits, *Road Rash* takes you to the highways and byways of an alternative America. Success in those other games depends very much on how well specific corners are handled, and is helped along by getting a perfect start from the grid. In *Road Rash*, getting from A to B is more a matter of life or death, though the reward is worth $1000s! Crashing involves being thrown off the bike, whereupon the rider has to leg it back to the wreck. To increase the chances of disaster, riders perform Seat Kung Fu – punches and kicks thrown from the saddle! Some desperados carry with them chains and baseball bats to do the job properly. Though unarmed at first, player-controlled riders may steal a weapon from the original owner and return the favour! It's war out there!



▲ *The status of each rider – their health and bike condition – is depicted by a coloured bar. When it's down to nothing, that rider is finished.*



▲ *Listen for sirens wailing, indicating that the fuzz is onto your case. Heavy fines are enough to clean you right out of the competition!*

WITH RUBBER TO BURN

After emerging victorious from a few races, rashers find themselves with some readies to blow. So it's off to Olley's Skoot-A-Rama, situated right next door to the Panzer, for a gander at his wares. Bikes are graded into three groups, with prices ranging from $1000's to tens of $1000s. Patience is a virtue here, meaning it's better to hold on for the bigger bucks. So long as you're still winning races, the money is better in the bank.

RAT BIKES

"They squeak, they crawl, and they leave droppings behind."



SPORT BIKES

"Conceived for the discerning few who favour functional insanity over more common strains of psychoses."



SUPER BIKES

"Something for everyone with a fat wallet and an addiction to blurred landscapes."



▲ *Sex on two wheels, like.*

PANZER FLAGOON



Before or after a race, Rashers make a habit of hanging out at Der Panzer Klub. Here's where you get to know what the competition thinks of you – who's after your neck, or maybe some helpful advice. The Restroom is where to access the options, such as loading or saving games (Big Game Mode only), or check out the Jukebox which is loaded with monster tunes from prominent metal artists Soundgarden, Therapy, Paw, Hammerbox, Monster Magnet, and Swervedriver. The 3DO version boasts a similar selection.

▲ ***Promo videos of the featured artists are 'spliced' into the many OTT FMV sequences used between races.***

VERDICT

PLAYSTATION

How many incarnations is this, and EA still can't get that bloke to run properly! No matter, because *Road Rash* never set out to be a Linford Christie Sim – it's a bikin' game, pure and simple. Or should that read 'mean and dirty'. Plus the entire series has ranked among the most-fun-you-can-have-with-a-console titles for years now. Let's face it, the *Road Rash* series isn't famed for state-of-the-art graphical finesse. Those sprites have always been dodgy! But so what. The game has always been a magnet for closet nutters who, though they may tremble at the thought of being towed on a tricycle, pretend to like nothing better than tearing up country lanes on a Super Bike; tonking other road abusers with pieces of wood. I like this game for exactly the same reasons I liked the original MD version: it's trashy but playable as heck. The whole package is so well targeted, I'm sure few who loved the 16-bit series should feel short-changed. Of course it could have looked and sounded better in many respects – especially on PlayStation – but the game is all there. You may already own *Extreme Sports*, but *Road Rash* is still a cool option.

PAUL DAVIES

DESIGNER'S OPINION

PLAYSTATION

...Good.

TOM COX



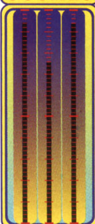
▲ ***Ahh– that feels much better. I can concentrate now.***



HE WENT DATTA WAY!

Roughly half way though each race the road forks. The right-hand route is accessed from a narrow slip road, meaning it's tricky to pull onto at speed, but there's no reward for getting there. With both roads practically identical in challenge, the choice is usually affected by which is more likely to provide an open road. Basically it's your chance to advance positions with minimal aggro!

SCORES





GRAPHICS 80
Great FMV, but in-game visuals are inferior to Wipeout.

ANIMATION 70
Jerkier than Steve Martin in 'The Jerk'. Roads undulate nicely.

MUSIC 88
EA's stuff is awful. The rest – Soundgarden, Therapy – is cool.

SOUND EFFECTS .. 72
Nothing special. Poor even – until you hear it in Dolby Surround!

GAMEPLAY 81
Was, is, alwayz izzbe...an... totally classic! BORN TO DIE!

VALUE 78
Kind of samey all the way through. Toughens up quite rapidly though.

OVERALL
The PlayStation could do this better! Still, it's a cool game that's way different to anything else – unless it's Road rash on 3DO!

78

PC CD-ROM
3D ACTION
VIRGIN
£39.99
OUT NOW
ONE PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

Bet you've always wanted to be one of John Conner's troopers, ever since T2. Well, now's your chance bud!

TERMINATOR:

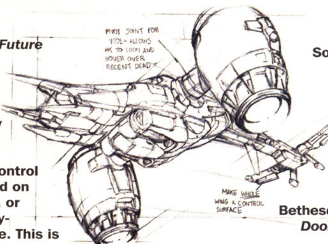
Most of the Terminator games released have been, quite frankly, awful. Here's one that isn't. In fact, *Terminator: Future Shock* isn't even a teeny weeny bit awful – it's actually brilliant! Even though it's not really based on the movie, it takes many ideas from it and the result is quite stunning. The game is set in a Skynet-ruled future, where Terminators and other killing machines rule the streets of post-apocalypse Los Angeles, and John Connor's resistance is the only thing standing between humanity and extinction. You've just escaped from a Terminator death camp, and you have to join Connor's intrepid mob and carry out a series of daring missions – rescuing people, blowing things up and so on. All in glorious 3D. Beazer!





CONTROL FREAK

On first inspection, *Terminator: Future Shock* looks a bit like *Doom* (with Terminators), so you'd expect it to play almost identically. That's where you're wrong. Whereas *Doom* is a fairly simple affair, played with the keyboard or mouse, *Terminator* requires at least two different control methods: You can have one hand on the mouse and one on the keys, or substitute the keyboard for a joystick, or a joystick for the mouse. This is because one hand controls your movement – running, walking, jumping and so on – while the other controls weapon targeting. It's easier to aim and fire weapons using the mouse, while running away from assorted mechanical nasties is easiest with the keys. But you can configure the controls to your liking, so once you've hit on a combination that works for you, it isn't so confusing. Getting the hand of the controls is half the battle, and it's this that makes the game hard to get into at first. Once you've got to grips with it, though, you can concentrate on enjoying the game. And enjoy it you will.



DRIVEN CRAZY

Some 3D action games – *Doom* or *Hexen*, for example – restrict you to running around and shooting at things. Others, such as Interplay's *Descent*, put you in charge of a flying vehicle. And GameTek's *Quarantine* (often described as *Doom* in a taxi) involve driving. *Terminator: Future Shock* is varied and flexible enough to enable you to do all three. Bethesda describes the game as a cross between *Doom* and *Descent*. On some levels you simply have to run around with a large gun, a collection of Molotov Cocktails and a bad attitude. On a couple of other levels you're given a car to drive, which is brilliant fun. Like Activision's *MechWarrior* games, you can point your vehicle in one direction and let it get on with it while you look left, right up or down.



Challenge a Spider to a scrap, and be prepared to move fast! They have eight legs. You have two!



Remember the Hunter-Killers from the opening sequence in The Terminator? Well, with a bit of crafty hot-wiring you can fly one of those babies. They pack some pretty mean weapons, but you're going to need them to go up against the other Hunter-Killers!



It's easy to lose control of the car while you're trying to aim your guns at a large spider robot that has suddenly materialised off to the right – but like the rest of Future Shock's control system, you do get used to it.

FUTURE SHOCK

COWARDY CUSTARD

With Doom players earn big points for killing everything that moves. Don't be so hasty with Future Shock. There's no medals for suicidal heroics – a dead resistance fighter is no good to anyone. Each mission has its own goal, and you have to keep sight of that at all times, even if it means tucking your tail between your legs and running away. There are no extra points for wiping out everything else. Whatever the mission objective, is exactly what you are required to do. Nothing more, nothing less. It's kind of hard to get used to after playing games like Doom because your instincts tell you to shoot anything, but Future Shock is a lot more strategic. There are more than enough opportunities to use your vast array of weapons, but it's better to pick off the robots that actually get in your way than to set out with the intention of destroying anything that moves. If you do that, you'll just run out of ammo and end up dying horribly. You have been warned.

HEAVY METAL

You'd be wrong if you thought that Terminators were the only nasties you'll come up against. Sure, there's plenty of 'em (a terrifying prospect given the damage one solitary Terminator managed to do in the movie), but there are all sorts of other horrible killing machines besides. The Terminators themselves come in two "flavours" — the naked skeleton type, and the human-looking infiltration units. Both are dangerous, but a well-placed grenade or rocket will reduce them to scrap metal.

Then there are robots that, if you blast their heads off, their legs continue to stomp around harmlessly – like headless chickens. Similar to these, but a lot nastier, are the spider robots. These long-leggedy beasties are big, bad and utterly lethal. Kill them quickly, or if you can't manage that, run away – quickly.

Hunter-Killers cruise the skies and are a complete pain in the butt. If you're concentrating on the ground-based robots, you might not notice when one of these flying nightmares materialises over your head until the last minute. Some Hunter-Killers shoot at you, but others drop bombs and do an awful lot of damage. One word of warning when dealing with these: if you do manage to hit one, get out of the way fast. Getting hit on the head by a large piece of burning wreckage is definitely not good for your health.

Finally, there are the drones. These floating sentries don't look as scary as the robots, but they're equally bad news. Some act as mines, drifting on up to you and then exploding in your face. Not nice, granted, but not quite as bad as the ones which alert every machine in the vicinity to your presence so that you suddenly find yourself surrounded by an army of unfriendly metal. Ouch.



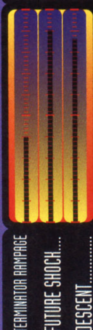
VERDICT

PC CD-ROM

When you first see this game, it's easy to write it off as just another *Doom* clone. Yes, it's a 3D action blaster, but the resemblance stops there. *Future Shock* is mission-based, and there's so much more variety than in id's classic — you can drive cars around, fly Hunter Killers and look up and down. There's far more freedom of movement, but this does come at a price — the controls are extremely tricky to master. Once you get the hang of it, though, you'll be hooked. This is one of the most atmospheric games I've played. The dark, moody graphics, brilliant sound effects and rumbling music add up to quite an experience. Unplug the phone, lock yourself in your room and turn out the lights and I guarantee it'll scare the living daylights out of you. Imagine creeping around a derelict building in the dark, opening and door and finding yourself face to face with a Terminator. Not pleasant. *Terminator: Future Shock* – it's tough to get into but once you're there it's unbelievably brilliant.

CAL JONES

SCORES



GRAPHICS 89
Dark and moody. Not jaw-dropping, but definitely appropriate.

ANIMATION 88
Pretty good. It's hard to cock up a robot animation after all.

MUSIC 78
Good if you've got powerful soundcard and speakers.

SOUND EFFECTS 93
Close to the 'real' thing–scary robot noises and loud gunfire.

GAMEPLAY 91
Controls are hard to master, but ultimately very rewarding.

VALUE 92
Bound to keep you entertained for ages. Just brilliant!

OVERALL
The more you play, the better it gets. Tired old quote, we know, but one that's especially true in this case.

90

PLAYSTATION
SHOOT 'EM UP
ACCLAIM
£44.95
APRIL
1 PLAYER
SATURN VERSION PLANNED
PC CD-ROM VERSION PLANNED

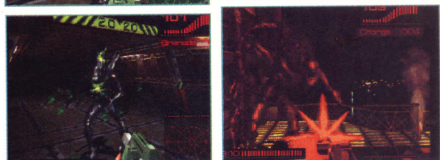
ALIEN TRILOGY

Acclaim enter the Doom arena and it's game over man, game over...

It's one of the greatest, yet more obvious video games ideas ever. Take the 3D premise of id's *Doom* with its brilliant atmosphere, but replace the Barons of Hell and Beholders with the acid-blooded creatures from the Alien trilogy of films. The idea was first mooted six years back, when Probe took the idea of such a game to Acclaim with the intention of releasing it for the ill-fated Mega-CD system. As time wore on, though, it became apparent that the humble Sega system wouldn't be able to handle such a game, and the idea was put on hold until a system with the hardware to handle such a game emerged.

Of course, the PlayStation and the Saturn are such machines, and now Acclaim and Probe duly invite 32-bit owners to don the grimy vest of Ellen Ripley, and enter three, multi-level stages based on the classic films. While the plot takes more than a few liberties Probe have taken the best aspects of the three films and married them beautifully into a smart-looking shoot 'em up. As the player explores rooms coated in the alien secretions, the titular monsters lurch from the ceiling, Facehuggers appear from cracks in the walls, eggs split open, and humans are dormant in the walls – playing host to a new wave of aliens. At first sight, it seems to have everything Acclaim promised all those years ago, but let's face it *Doom* really is the benchmark by which all others are measured.





▲ **No matter which way you view the aliens, they appear as believable 3D representations. This is all due to Acclaim's advanced motion capture technology.**







▲ **Many different breeds of alien are encountered throughout the mission.**




▲ Crank up the volume to appreciate the awesome explosives!



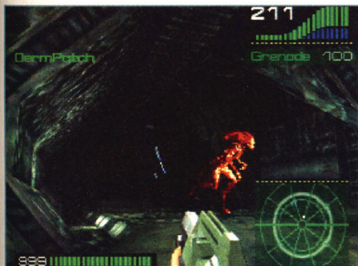



THE NIGHTMARE BEGINS

One of the puzzles surrounding *Trilogy* when it was in development was how were Probe going to cram all three films into one game? Obviously, there was bound to be a bit of artistic licence here and there as only Aliens actually offers a scenario worthy of a video game – with the first and third films containing one alien apiece, and bugger all weapons. Incredibly, all three films are contained within the game (justifying its title), but the order of the trilogy has been altered.


▲ PlayStation easily handles such effects.


▲ We can't believe it looks this good either!


▲ If this player had used the scanner properly, he would have seen that blip coming a mile off. Too late now!

TIME SHARDS

An FMV intro shows the player, cast as Ripley, and a load of colonial marines entering the Acheron base which featured so prominently in Aliens. As Bishop looks on, the team are decimated by an alien attack, and only Ripley survives. As such, the player is then left to explore the twelve levels which make up the Acheron base, before making her exit to the events of the next film. Alien 3's prison complex is rather conveniently relocated to elsewhere on Acheron for the next stage where Ripley is assigned to locate the stricken prisoners and – again – end the alien infestation. All this rather neatly brings us to the final installment, which returns to the events of the first film. Ripley this time enters the ship where Kane and Dallas found the eggs in Alien. The plot reveals that if this 'Bone Ship' is cleared of its contents, the alien menace will finally be over. At least, that is, until the proposed sequel...






ALIEN TRILOGY



▲ A red display indicates that you're suffering some kind of injury.

LEVEL HEADED

As expected, *Alien Trilogy* draws heavily from the three films for its levels. Acheron, for example, is a dimly-lit base with the alien secretions rounding off many of the walls, and dead human colonists also acting as decoration. The aliens also react differently between the three locales, with the slimy walls allowing them to scuttle across the ceiling and conceal themselves, while the brightly-lit prison complex means there are less places to hide, and thus they are more exposed and aggressive. By far the most aesthetically polished stage, though, is the 'Bone Ship.' Probe's graphic artists have recreated the majority of the scenes seen in the film, and at the centre of the huge ship is the huge fossil the Nostromo crew examine in the film. By now, though, a mixture of aliens inhabit the ship and prove incredibly hard to blow away in the restricted spaces.











GUN-HO

Ripley begins her mission armed with a pistol but improved armaments are left scattered around the levels, presumably discarded by dead colonists and previous marine expeditions. Once again, fans of the second film will be in their element here, as Ripley eventually has access to shotguns, flamethrowers, smart guns, and pulse rifles, along with a selection of grenades and seismic charges. The latter prove incredibly effective against the aliens, but are best saved for the slight puzzle element the game offers. Basically, this boils down to locating previously invisible exits by using a grenade to clear away any alien secretions – hardly brain-straining stuff! In addition to the said weapons, Ripley can also replenish lost health via a number of medi-kits punctuating the levels, while night lights and auto-mappers also prove useful.



▲ Open fire on the windows, and yell nervously over the sound of the noise!



▲ In the early stages you tend to blast anything and everything that does or doesn't move!



▲ Fancy light-sourcing helps build the atmosphere.

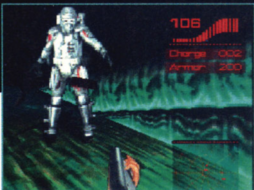


▲ *Total carnage on a scale like you wouldn't believe!*

MONSTER MASH

The all-important aliens follow the precedent set by their on screen cousins and vary dramatically throughout the game. Initially, the aliens are akin to those of the first film, but later on you'll encounter quadruped varieties based on the dog alien of the third film, and a full-grown version of this which is golden in colour. Eggs and Facehuggers also play a huge part in the proceedings, and the later levels contain impregnated colonists. The colonists have been stuck into the walls by the alien warriors and, if approached, a sampled voice pleads with you to 'help.' If you continue to wait, though, they begin to convulse and a Chestburster erupts and begins to attack! Cool. The aliens also have a number of attack patterns, and a number of direct hits are needed to avoid their slashing claws. When an alien is killed, however, its shattered body is left with a puddle of acid seeping into the floor — and walking on this reduces Ripley's health, proving the aliens are every bit as dangerous when dead.





▲ *Nope, we don't reckon a shotgun is enough to sort this guy out in one go!*



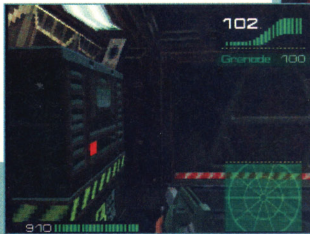
▲ *Keep your blessed feet off that blood!*





▲ *Tasty! A Facehugger clings to your face. SHAKE IT OFF!*

▲ *That mess on the floor used to be a Facehugger.*



▲ *The unit on the left is a switch to activate doors.*



▲ *He's the last person anyone would want to share a lift with!*

ALIEN TRILOGY



Like we said earlier, the red indicates trouble. And this definitely is trouble!

QUEEN OF ALL SHE SURVEYS

Acting as a boss at the end of the three worlds is an Alien Queen. Surrounded by eggs and freshly-hatched Facehuggers, the Queen is initially attached to a huge egg sac and remains this way if left alone. If, however, a stray bullets misses an egg and hits her, she breaks free of the sac and begins a series of rushing attacks. As befits her size and status, the Queen is incredibly hard to kill and is also deceptively fast considering her size. She also has a longer range with her tail and claw, and is an incredible sight as her extending jaws emerge as she attacks. The best means of attack is to enter her egg chamber and blow away all the eggs, before tackling her – ensuring Ripley is armed with a number of grenades before moving in for the kill. After a succession of direct hits and sidestepping the Queen eventually explodes into a pile of mush, and the exit to the next scene and FMV sequence is opened.



She's back there somewhere – not that you really want to find out!









Oh no, is that what I think it is?



Bleughagh! It was. Jee-heepers!



Kill it quickly! Now! Shoot! Kill!





▼ Er, Hi! Fancy meeting you here. Yes. Funny that. I was just on my way to the shops. Want anything bringing back? No, it's okay – I'll pay.





TRUE 3D

We all hear a lot about motion-capture and its properties, and *Alien Trilogy* is the first game to feature Acclaim's motion-capturing work. An actor is wired up to mimic the alien moves, and these are transferred to an SGI work-station where an alien body is added to the skeleton his action have created. The benefit of such a system, though, is that *Alien Trilogy*'s monsters are truly three-dimensional. If you kill a soldier in *Doom* they'll fall over and their feet will be facing you. Walk past them, though, and because they are 2D sprites, the feet will still be in your direction! In *Trilogy* if you try to walk past an alien and turn, you'll see its side or a view from behind as it turns around – similarly, when attacking the Queen it's possible to run between her legs to attack her from behind. This 3D also extends to the obstacles and crates within the game, and there are key areas in the game where Ripley can hide in crates and pick off the acid-blooded critters from a safe vantage point!



▲ Careful of the acid blood. If you get too close it's likely to burn!



VERDICT

PLAYSTATION

Alien Trilogy was always going to be compared to *Doom*, and in my opinion it out-performs the id game as a single-player title. The missions aren't as fast-paced as those of *Doom*, but the atmosphere generated by the darkened rooms, the smoke effects and the sudden, squealing appearance of an alien or a Facehugger is hard to beat. Despite hordes of aliens appearing in the Alien and Alien 3 sections, Trilogy captures the feel of the three films perfectly, and the different worlds offer much-needed variety to what could have been a very dark game. Some of the levels are instantly recognisable from their celluloid counterparts, with players exploring the steel works of Alien 3 before entering the Jockey chamber containing the huge fossil seen in Alien. Part of the fun of exploration is little touches like these, but it is the blasting action that really sets *Alien Trilogy* above the rest. Real skill is needed to make your collected weapons last the duration, and the aliens also have intelligence above that of most sprites – with the Queens deserving a special mention. In all, this is the best game to emerge from Acclaim to date, and certainly one of the greatest film licences of all time.

STEVE MERRIT

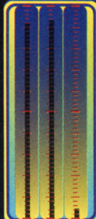
VERDICT

PLAYSTATION

At last a film license worthy of its namesake! Everything – from the chilling, unsettling atmosphere to the smallest graphical detail is faithful to the timeless series of films (well the first two at least). The fear when playing *Trilogy* is real, which is testament to Probe's genius and hard work with this project. Just as LucasArts succeeded with *Dark Forces*, Probe deserve high commendation indeed!

PAUL DAVIES

SCORES



GRAPHICS 93
Full of clever lighting effects and superbly animated sprites.

ANIMATION 91
Motion-capture allows for aliens who move incredibly realistically.

MUSIC 90
A little too upbeat at times, but generally moodily effective.

SOUND EFFECTS 92
Guns and screeches are sampled directly from the film!

GAMEPLAY 92
Not as fast as Doom, but it requires more precision generally.

VALUE 93
Quite simply Acclaim's greatest release yet.

OVERALL
A brilliant homage to a classic trilogy of films. Immensely playable, a true challenge, and one of the first games to mix playability with 32-bit power!

93

VIDEO DROME SPECIAL REPORT







STREETFIGHTER ZERO 2



▲ Guy perfoms the Houzantou – aka the Mountain Crusher.

No wonder Capcom let the original Zero out to console so soon; they've had this sequel planned all along! Good or bad, we have early info and shots of what we expect to become YET ANOTHER arcade smash for them.

Can we possibly stomach another *Street Fighter*? Oh yes! Especially since Zero 2 has characters Gouki (Akuma), Dan, and Vega as standard. Meaning there's a possiblity of Sensei Gouken included as a hidden fighter, plus who knows who else! The mind boggles! No doubt you're dying to find out more? Don't let us stop you.

ORIGINAL COMBO SYSTEM

The new characters are detailed elsewhere in this feature. Most important of all to *Zero 2* is what Capcom describe as the "Original Combo System". It takes the concept of the Super Combo a stage further, by introducing a meter which is summoned by pressing any three buttons simultaneously once the Super Gauge is full. With the meter displayed, fighters have a time limit in which to perform any sequence of moves – standard, special, or super. Once the time limit is up, those techniques are reeled off, one after another in the order they were entered.



▲ Original Combos can be started even while airborne!





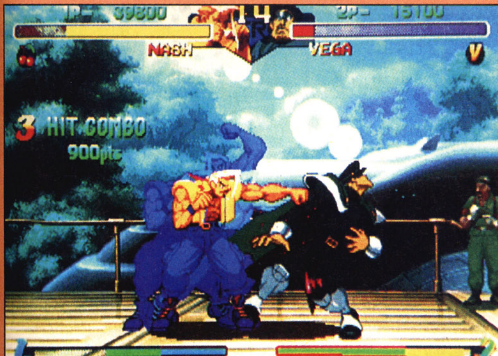


You have until the timer reaches zero to store moves. ▶



▲ Sodom returns, wielding his all-new Sihara Catch technique.







Rose has a cool new technique called Soul Spiral.

ROLENTO

Rolento first featured as a Boss in the fourth stage of *Final Fight*, a game which – believe it or not – was originally intended to be the sequel to the first *Street Fighter*. He has retained his truncheon for use in special attacks. Also his nightmarish grenades contribute to an almighty Minesweeper super combo.



SAKURA

Sakura is the only all-new fighter in *Zero 2*. She's a Japanese school-girl who apparently is a big fan of Ryu. It looks that way, since she practices two of his special attacks – the Fireball and Dragon Punch.
She also wears a similar headband to Ryu.



GEN

Gen has lived long enough to practice two martial art disciplines: Souryuu, and Kiryuu. He seems to be a complex character to master, simply because both schools offer different techniques. For example the Crazy Claw (Kiryuu) is a mid-air super combo. Fierce Phantom (Souryuu) is a high-speed ramming attack.



TWO'S COMPANY

Welcome the return of old favourites Zangief and Dhalsim. Plus check out the three new characters. Well, schoolgirl Sakura is completely new. Rolento is another *Final Fight* veteran, and Gen is an old acquaintance from the original *Street Fighter*.

ZANGIEF



▲ Zangief has a super combo called the Aerial Russian Slam.

DHALSIM



▲ Dhalsim returns with a terrifying new move – the Yoga Inferno!

VIDEO DROME

KILLER INSTINCT 2

KILLER INSTINCT 2 GUIDE

Fancy yourself as a bit tasty at *Killer Instinct 2*? Know all the specials, eh? Ah, but do you know all the super moves? And combo breakers? And fatalities? For ALL the characters? Yeh? Well don't read this then!

DOUBLE TROUBLE WITH THE AUTO DOUBLE

Performing an auto double in *Killer Instinct* required knowing which button to push after the opener – making stringing simple auto combos a bit of a task. In *KI2* all you have to do is press the next button down from your opener. For example: open with a fierce kick, and the auto double becomes medium punch or medium kick.

DANGER MOVES

You can now perform danger moves mid-combo! For example, if you're Tusk and your opponents energy bar is red, perform a long combo and Tusk's end move will follow it (Dinosaur will eat opponent). Another addition is that a fatality can now be blocked. This is the first beat 'em up to feature fatality blocking!



▲ Fulgore polishes Tusk's toenails with all-new his eye laser.





Key: (All moves assume the player is facing right)

- HCB = Half Circle Back
- HCT = Half Circle Toward
- F = Forward
- B = Back
- D = Down
- U = Up
- 1 = Quick Punch
- 2 = Medium Punch
- 3 = Fierce Punch
- 4 = Quick Kick
- 5 = Medium Kick
- 6 = Fierce Kick





TJ COMBO
SUPER MOVE
Wild Attack - F, DF, D, DB, B+3
COMBO BREAKER
B, F+any P/K
FATALITY
Eat This - Hold F, then DF, D, DB, B+FK

SABREWULF
SUPER MOVE
Loopy-tastical - F, DF, D, DB, D, F+3
COMBO BREAKER
B, F+any P/K
FATALITY
Vampire Storm - Hold up for 2 secs, then release
Bats - Hold 1 then HCT, release 1(unconfirmed)

SPINAL
SUPER MOVE
Grim Reaper - D, DB, B, DB, D, DF, F+3
Recharge - HCB, T+2
COMBO BREAKER
D, DF, F+any P/K
FATALITY
Grip Of Death - D, DF, F, D, DF, F+1

GLACIUS
SUPER MOVE
Arctic Slam - HCT, B+2
Ultra Ice Projectile - HCB, F+2
COMBO BREAKER
D, DF, F+any P/K
FATALITY
Crystallize - B, D, DB+4

JAGO
SUPER MOVE
Super Endokuken - D, DB, B, DB, D, DF, F+3
COMBO BREAKER
F, D, DF+Any P/K
FATALITY
Dragon Summon - D, DB, B, F+2



B. ORCHID
SUPER MOVE
Gyro Kyaku - D, DB, HCT+6
COMBO BREAKER
F, D, DF+any P/K
FATALITY
Shocker - B, D, DB+5

TUSK
SUPER MOVE
The Destroyer - D, DB, B, HCT+3
COMBO BREAKER
F, D, DF+any P/K
FATALITY
Rockfall - D, DF, F, D, DF, F+2

KIM WU
SUPER MOVE
Snap Dragon - D, DB, B, HCT+3
COMBO BREAKER
D, DF, F+any P/K
FATALITY
Torso Press - B, F, D, DF+5
Fire Ball (Unconfirmed) - HCB, HCB+5

MAYA
SUPER MOVE
Tree Cutter - HCB, F+3
COMBO BREAKER
B, T+any P/K
FATALITY
Shrink - D, DF, F, B+1

FULGORE
SUPER MOVE
Ultra Slice - D, DB, B, HCT+2 or 3 ?
COMBO BREAKER
F, D, DF+any P/K
FATALITY
Nuke From Orbit - HCT, B+2





CLOSE ENCOUNTERS OF THE GHOST KIND
Get this – in KI2 you can control your characters ghost! At the moment all we know is once your fighter has died, you can resurrect their spirit to fight on. At the moment, we only know how to do this with Jago. To perform the resurrection, wait until Jago is dead then quickly perform:

DF, D, DB, B, F+4

SPEED SETTINGS
To adjust the speed of the game, enter these codes before choosing your fighter.

FAST SPEED - D+2/5

ULTRA FAST - D+3/6

NORMAL SPEED - D+1/4



STAGE SELECT
These codes must be entered once your fighter is chosen.

Sabrewulf's Castle	U+1	Fulgore's Museum	U+5	TJ's Street Corner	D+3
Maya's Jungle	U+2	Orchid's Helipad	U+6	Tusk's Stonehenge	D+4
Glacius's Spaceship	U+3	Jago's Bridge	D+1	Spinal's Boat	D+5
Kim's Dojo	U+4	Gargas's Dungeon	D+2	Secret Ship	D+6

LARA '96

Developed by: AUDIOGENIC

Released by: CODEMASTERS

Out .... APRIL '96

80% complete

No other versions planned

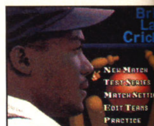
Prequel available on Mega Drive

MEGA DRIVE

LARA '96

Enter a world of 'virtual cricket' where you can bat, field, and BOWL! The third best-selling game of '95 spawns the mother of all sequels!!!





Since you all put *Brian Lara Cricket* at the top of the Gallup charts for ten solid weeks last year, Codemasters are treating everyone to a second innings. Once again it's Audiogenic who are part-coding the game – a company who have been producing silicon-powered stumps and stands for years now. In other words, they know how to handle video-game cricket! Rather than just dress up last years game in new pads and whites, plus nominal extras, the Codies/Audiogenic partnership has recreated a new-improved game engine on which to build what they describe as "the slickest, most authentic and thoroughly playable cricket video-game possible".

DOMINIC CORK

In answer to the suggestions of fans in the UK *Lara '96* features a hat-trick of new play modes, plus a useful Practice Arena.



County Cricket Matches

Take to the crease as your favourite local batsman. All of the 18 teams in County Cricket are completely authentic – right down to the player names and individual statistics. Also unique to this option are the one-day competitions, where batters are more inclined to take a swing just for the hell of it!



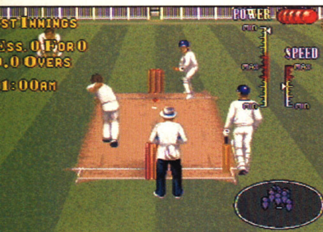
World Cup

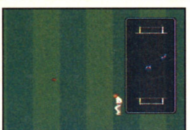
The game is released to coincide with the 37 match, summer-long season which is currently underway. Once again, 12 countries are represented with accurate player attributes. With the teams split into two leagues, all headed for a place in the Grand Final. As you might expect, play is more tactical under these circumstances.



Historic Matches

Lara '96 is planned to offer a selection of classic matches which players first watch, then join the action at the point where an historical happening occurs. Like see if you can score Lara's record 501 runs in County Cricket, or reenact "Botham's Test Match" of 1986 – without falling over.





▲ ***Looks like cricket to us. Could be wrong of course. Though we've never been wrong before.***



▲ ***Yep. It's definitely not tennis, or anything. It's cricket. No doubt about that.***



WEATHER PERMITTING

We'll bring you the review of Lara '96 next month, along with more info on such pleasantries as variable weather conditions, a choice of pitches, and high-score records. Don't forget your shooting stick.

ENTER THE ARENA

Like the Training mode in *Street Fighter Alpha* (any excuse to talk about that game!), there's a cunning Practice Arena in *Lara '96*. It's the familiar setting of practice net, as a backdrop to experimenting with all manner of swings, against all styles of shots – predetermined by the player. It is expected that this feature will cater for two players eventually, where one practices bowling, while the other bats.

INTERNATIONAL SUPERSTAR SOCCER DELUXE
Developed by: FACTOR 5
Released by: KONAMI
Out............................MAY
100% complete
PlayStation version planned
Super NES version available
MEGA DRIVE

INTERNATIONAL SUPERSTAR SOCCER :DELUXE

It's an easy enough assumption to make, but FIFA '96 is not the greatest soccer title you can own. The one you need to get is Konami's ISS Deluxe – no question.



True enough, *ISS Deluxe* is a masterpiece of 16-bit soccer. But until now it's only been available on the Super NES. So maybe the news of a belated MD version is greeted with mixed feelings: sure it's good, but it's a little LATE. Well the good news is that *ISS* on the Mega Drive has everything and more that made the Super NES original such a classic.





▲ Colombia playing musical statues.








▲ All the cool player animations are in there.

FOUR-A-SIDE

First thing Mega Drive owners need to know is that their version of *ISS Deluxe* allows eight people to play at once – in any number of combinations. This is largely due to the Mega Drive having a faster CPU than the Super NES, so it's able to support that level of interaction. However we also have developers Factor 5 to thank for this upgrade, as they could quite easily have churned out a direct port. Eight players! Thought you needed that pointing out again.

HALF TIME

Next month we'll be blowing the final whistle on MD *ISS Deluxe*, as the review details all the pros and cons. Though it certainly looks the job, we've yet to hear the final speech samples (fingers crossed!), or play it for any length of time. Still, it's shaping up to be every bit as cool as the Super NES original, so look forward to it!

MEGA ISS DELUXE

It's been a while since we reviewed Super NES *ISS*, so we thought you'd appreciate a reminder of its superior quality.



Response Sound System
A cool feature Konami are building into their games of late is the the Response Sound System, which allows the crowd to react directly to the action on field.



Foul play
Injuries are possible, meaning that star players are in danger of being 'marked' quite heavily. But those carrying a red card can be suspended!



Custom extras
Construct your own squad from scratch, then enter them into a custom league – also all your own work.



Specialist players
Come the time when a free kick, corner, or throw in is taken, ISS allows players to select the man for the job.



Any formation
Before each half, there's chance to edit player formations in any way you see fit. Anything is possible!

ULTIMATE MK3

Developed by: ....EUROCOM
Released by: GT INTERACTIVE
Out...........................MAY '96

90% complete

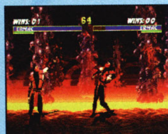
300 And N64 versions planned
Arcade version available

SATURN

ULTIMATE MORTA

The latest and greatest Mortal Kombat game is at last on its way home. The Saturn version is the first to arrive.

Since the release of the arcade version of *Ultimate Mortal Kombat* 3 late last year, we've been giving you the most comprehensive and up-to-date information every month. Now that we've finally got a 90% complete Saturn version we can start on the most comprehensive coverage of that, too. We won't show you everything yet, you'll have to wait until our review next month for that, but we will let you see how good it's looking.



▲ Ermac can lift his opponents into the air just by waving his arm at them.



▲ Scorpion's pretty similar to before. He's still got this fatality.



▲ As a friendship, Kitana blows bubbles at her opponent.



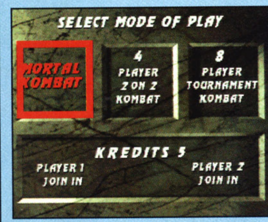
▲ Here, Reptile eats his opponent piece by piece.



▲ In this fatality, Jade shakes her opponent's skin off with her staff.

MORE PLAYERS?

As with the arcade version, the Saturn game includes the "4 player 2-on-2 Kombat" and "8 player Tournament Kombat" modes. The four player mode pits two teams of two against one another in an endurance-style fight – the first character fights to the death, then the second jumps on the screen and takes over. The tournament puts eight players in a series of fights, like the playoffs in a sports game.

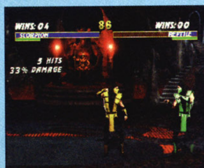




MORE MOVES?

There are also a few new moves for the original characters, like Stryker's machine gun and Kano's vertical roll. As well as this, just about all of the existing combos can now be started with a flying high punch, adding an extra hit to the combo counter.











▲ If you're good enough to finish the game, you can pick an unknown reward here. (Far right "?" is good).

L KOMBAT 3

▼ KITANA (MK2)


Kitana's main weapons are still her razor-edged fans.


Kitana turns into a killer rabbit and mauls her opponent.

▼ JADE (HIDDEN IN MK2)


This smoking kick is similar to Johnny Cage's old move.



Here Jade converts her Bo staff into a pogo stick. Of course.

▼ REPTILE (HIDDEN IN MK, PLAYABLE IN MK2)


Reptile's funniest new move is this elbow from behind. Ha ha.


Reptile's Animality has him transform into a monkey and chase his opponent.

▼ MILEENA (MK2)


Here, Mileena eats some nails and spits them at her opponent.


Mileena's still got her sai fireball attack, as well as her other old moves.



MORE CHARACTERS?

Here are the four new selectable characters, as well as the three hidden characters. When we say that they're new, they've actually all appeared in other *MK* games – and here's where.

▼ SCORPION (MK, MK2)


◀ Scorpion's good old harpoon move is back.

Scorpion also turns into a penguin to lay an exploding egg. ▶



CLASSIC SUB ZERO (MK, MK2)

The old Sub Zero's got all of his old moves, like this slide.



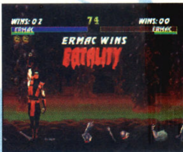


▼ ERMAC (RUMOURED IN MK, MK2, MK3)

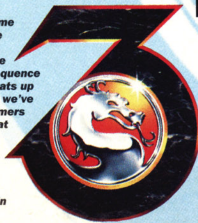


◀ Ermac's fireball is big, fast and loud.

Here's Ermac after making his opponent explode – simply by waving his arm!



In our regular Video Drome features on UMK3, we've mentioned Rain a few times – he appears in the arcade's introduction sequence as a purple ninja and beats up Shao Kahn. The thing is, we've heard from the programmers of the Saturn version that he's actually just a fake character, made up to get everyone excited. Though that's probably true, we'll still keep our eyes open for him, just in case. Sad, aren't we.



HOW CLOSE?

From the screenshots you'll be able to tell that it looks pretty much identical to the arcade version, with the characters being the same size as the originals – unlike every other home version of the *MK* series. The game plays at the same speedy pace of the arcade, and all of the moves and features work perfectly. The only slight problem is the usual CD access time. The only place it becomes a problem is when Shang Tsung morphs into a character other than his opponent, though this is improved over any other CD version of an *MK* game.

SHINING WISDOM

Developed by:............SONIC

Released by:..............SEGA

Out.........................MAY '96

90% complete

No other versions planned

No other versions available

SATURN

Sega's Sonic team join (Shining) forces with the Saturn, for another quality action-oriented RPG!

SHINING WISDOM



Confusing, this: Microcabin's *Mystaria* (aka *Riglord Saga*) is the closest thing Mega Drive fans get to *Shining Force* on 32-bit. However the original team responsible – Sonic – choose a totally different approach for their own game.

Though not a direct translation of the popular *Shining Force* series, Wisdom develops the fantasy world of Rune; paying homage to some of the key places and figures that have featured before. But here is where most similarities end...



ZELDA ON THE SATURN

You wish. In all fairness the Sonic team replicate the style of the Nintendo classics well. And there's no doubt that this was their intention. More so than with Sega's own *Thor*, which is also due in this country soon. Some similarities:



Players are in direct control with the hero's movement at all times – whether it's fighting, exploration, or just plain conversation. Exactly the same as in Zelda, or Secret of Mana/ Evermore.



This ability also featured in Link's Awakening. In this case the system is modified so that the speed is governed by how quickly players can hammer the B Button. Enables cool charging attacks.



All items collected are stored in this inventory screen, and assigned to either the A, B, or C button. Highlight the one you want to equip the relevant button. This is similar to Zelda: Link's Awakening.

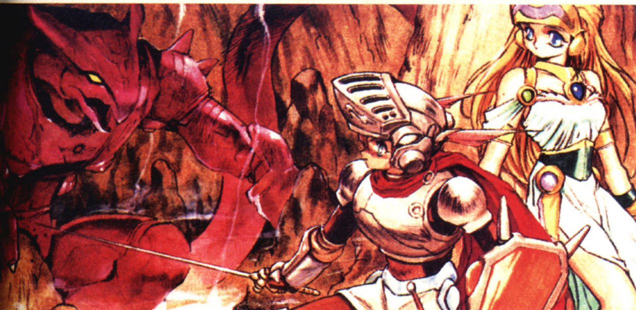


When solving the mysteries of the dungeons, the answer often relates to the positioning of switches. These are physically nudged into place by the hero – just as Link does.

FANS OVERRIDE SEGA!

Despite the upsurge of popularity for RPGs in America, Sega still shied away from releasing *Shining Wisdom* over there. They reckon the market wouldn't support it! So it has taken the initiative of a US-based company – Working Designs – to ensure America, and in turn the UK, gets to enjoy an English translation of this quality title. The company are also applying their skills to an English version of Sega of Japan's *Magic Knight Ray Earth* – which looks GORGEOUS!











WELL ROUNDED CHARACTERS

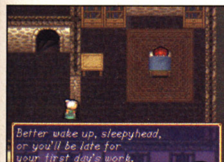
As with *Mystaria*, the characters in *SW* are renders instead of sprites. Immediately the impression is that the visuals are much cleaner, so it's easier on the eye. The downside is that some of the charm of the previous *Shining Force* games is lost in the process. Broadly speaking, though, the overall effect is better.





STORY SO FAR

It takes quite a while to start cooking, but *SW*'s plot is compelling in the *Shining Force* tradition. Here's a preview of what to expect from your first hour or so's play.

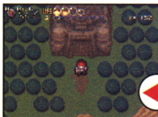


The hero awakes in his Grandparents house – same as he has been doing for the past ten years since his parents died.



Gramps asks the youngster to test his mettle by shoulder barging him as hard as he can. And ends up flat on his back!

First point of call is Odegan Castle, where our hero is recognised as the son of Sir Jiles – a master swordsman.



A strange mist envelopes the entire area, sending the entire castle into a deep sleep. Only Junior is left standing.

After an attempted robbery at the Castle Shrine. Investigation leads to fighting, and the reward of a mystical stone.



The King's fears are realised. Satera is abducted by a slimey character name of Banbo, who's working for the Dark Elf Pazort!

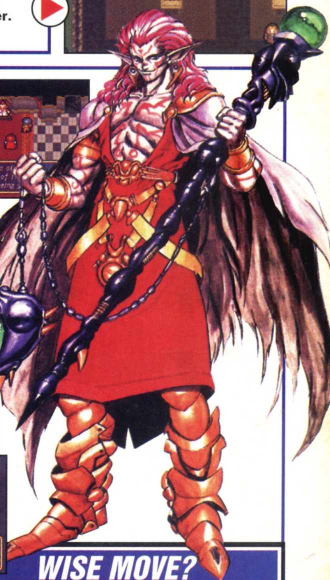




Last night's disturbance leaves the King feeling restless. He is worried for the safety of his daughter – Princess Satera.



Some hard fought battles later, our hero confronts Pazort in a nearby Temple. The Dark Elf has Satera at his whim. What will become of her...?



WISE MOVE?

At the time of going to press, Sega Europe are unsure as to whether they shall release *Shining Wisdom* in the UK. Still, we think the game deserves mucho attention, and plan to present a thorough review next month.

LARA '96

Developed by: TEAM ANDROMEDA

Released by: SEGA

Out..........MAY '96

60% complete

PC prequel planned

Saturn prequel available

SATURN

PANZER DRAGOON ZWEI

Before you are images beyond anything we hoped possible for a Panzer sequel. Feast your eyes. You aink seen nuffink like it!

We couldn't resist showing these shots taken from the most recent code of Andromeda's 'Project Perseus' – better known as *Panzer Dragoon Zwei*. No more background on the storyline, or final number of levels are available as yet. What we do have for you though is much more of the game, allowing us to detail still more of this breath-taking spectacle.

We'll have the finished version in time for next month's issue. Until then, here's more quality info on how *Panzer* part two is shaping up to play.



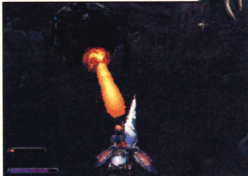
▲ In the cross-fire of Episode One's sky battle. Those ships zoom in close!



▲ Hard to make out, but believe us he's awesome!



▲ Dismount the rider as he runs alongside.



▲ Blast this boulder before it's too late!



▲ The scale and movement of these bosses has to be seen to be believed!

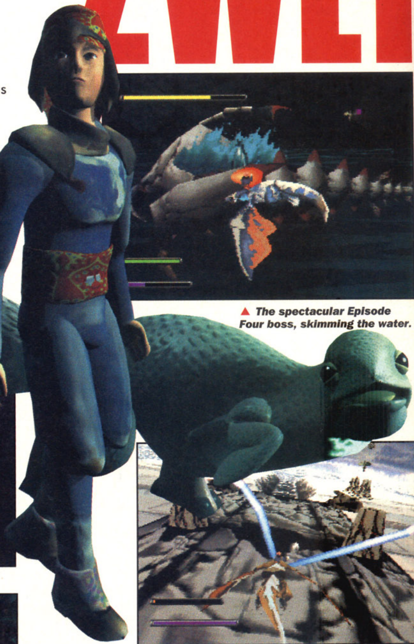


▲ Shafts of light cut through the trees.



▲ This aquatic boss chomps through the bridge behind you!





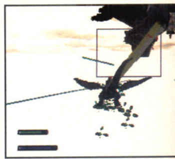
▲ The spectacular Episode Four boss, skimming the water.

BERSERKER!

An exciting addition to the new code is the dragon's berserker rage. This temporary infusion of strength causes the surrounding area to flash a brilliant white, while the dragon unleashes multiple energy beams. A separate energy bar governs this extra power – it is not a standard weapon.

EVOLUTION OF A CLASSIC

You already know how the dragon 'morphs' throughout the game; its form being affected by the tasks it performs. Now here's the evidence. This being unfinished code, it's uncertain which state is relevant to which route the dragon takes. Still here she is, in varying degrees of transformation. Such a cool idea!





Everything you want to know about this incredible game is features in next month's edition of CVG. To those hoping to buy the Jap import: happy hunting!

BAD MOJO

Developed by: DREW PICTURES

Released by: .... ACCLAIM

Out .... APRIL '96

100% complete

Saturn and PSX versions planned

No other versions available

PC CD-ROM

BAD MOJO

Some things you don't want to find in your CD-ROM drawer. Cockroaches being among the worst – at least they used to be.



The terrifying truth here is that this rat isn't quite dead yet. As Roger discovers – much to the disgust of one and all!



If you hate creepy crawlies, you're going to loath this game. Not that *Bad Mojo* is a poor piece of software, rather it relies solely on a cockroach to tell its tale. Brrr! Still, seeing as we eat cockroaches for breakfast here at *Computer and Viseo Games* we don't care!

Bad Mojo is an adventure game, granting players control of a cockroach searching for its true identity. Courtesy of a grim (but cool) cinematic intro, players already know the chilling answer: Happens this roach was once hard-up tenant Roger who stumbled across a fortune, contained in a suitcase, hidden beneath his bed. Enough moolah to rid himself of his bad-tempered landlord, and maybe travel the world – the usual stuff. Hardly a moral thing to do, but then who could blame him? No doubt you would do the same thing in a similar situation. Well, maybe not after seeing the consequences...

A long time ago, Roger's mother handed him a pendant. A charm if you like. Well, absolutely not so charming as it turns out. Sensing Roger's dishonesty, the pendant works a dreadful magic and transforms our hapless anti-hero into a 'roach! In this form Roger is cursed with travelling the long and roach-powder-ridden road to normality, hopefully learning some valuable lessons along the way.



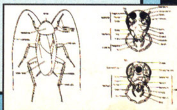


PEDIGREE ROACH

As some indication of this game's quality, bear in mind that half the team responsible – Drew Pictures – produced the game Iron Helix in 1994, before amalgamating with Pulse in September last year. That game won the New Media "Invision" award, and the Software Publishing Association award for "Best Strategy Game of the Year". Drew Pictures began work on Bad Mojo in 1994, obviously fired-up after their amazing success!

INFESTATION

Strange, even tedious, though it may seem, Bad Mojo is disturbingly different to anything you may have experienced before. The sharp, photo realistic visuals portray in too vivid detail the squalor which us humans unwittingly create about ourselves. The result is one big squirm from start to... well about as far as we've got at the moment – meaning the 'play' area is pretty vast too. Acclaim are toying with the idea of bringing Bad Mojo to the Saturn and PlayStation. Maybe that's taking it too far. Meanwhile those of you who own a PC should look forward to reading about Roger the roach's antics in more detail, next month.





Not that much difference between this guy Roger and a cockroach anyway!





PEST CONTROL

Roger's movement is horribly close to how a real creepy crawly behaves, and it's controlled simply by using the cursor keys as directionals. The general aim is to explore the dark depressing world that is Roger's flat, searching for clues – poking around, keeping his wits about him. Approaching fellow cellar dwellers sometimes causes Rog' to be overcome by a psychedelic vision, giving clues to the path that lies ahead. In the main, however, progress is made by manipulating the distasteful physical objects that lie all around: cigarette butts; rat traps; rats; bug carcasses. Revolting stuff, basically. As the revolutionary game engine is 2D real-time, this means players can toy with just about anything in some way.



Near the start of the quest, Roger approaches this group of creeps to gleen some information...



...and receives this vision, in which a vacuum cleaner blasts Roger into another area of the flat.

FORMULA ONE

Developed by: Bizarre Creations

Released by: ....SIE

Out...............June/July '96

40% complete

No other versions planned

No other versions available

PLAYSTATION

FORMULA ONE

Take Virtua Racing, add lashings of realism, all 17 official Grand Prix tracks, texture-mapped 3D and Murray Walker. Is this the recipe for the perfect racing game? It's a distinct possibility with SIE's officially-licensed F1 driving title...



SIE have an excellent reputation for quality racing games. The launch titles *WipeOut* and *Destruction Derby* both received justifiably obscene ratings here in CVG and the mere thought of what the company could do if they put their minds to an F1-style game just makes the mind boggle. Well, SIE have gone and done it, signing up an entire F1 season, some awesome rock tracks and the inimitable Murray Walker, with the express aim of creating the most stunning Formula One racing title to date.

From our initial perusal of the pre-alpha CD, it would seem that the publishers have a potential "PlayStation Game of the Year" on their hands with *F1*. Graphically, the game is already superb, with a 30 frames a second (the same as coin-op *Virtua Racing*) graphics engine shifting some stunningly detailed 256-colour visuals about at a break-neck pace. For all you technical boffs out there, *F1* is shifting around 150,000 fully textured polygons per second, with roughly 10% of them benefiting from the extra light-sourced realism gouraud shading provides.

Add this visual presence to the sheer research the developers, Bizarre Creations, have carried out, and it would appear that the game is a near-perfect meld of arcade and simulation.

Just about everything you would want is present: the game features all of the 35 drivers and 13 teams of the 1995 racing season and is designed to appeal to all Formula One fanatics, be they arcade players or simulation purists (see the appropriate box-outs on these pages).

Multi-player fanatics need not worry about this aspect of F1. The link-up option of the game has already been sorted out and works fine, while the programmers are toying with the possibility of including a split-screen mode. And how about combining both link-up and split-screen for four-up action? Well, anything is possible... Also being considered is compatibility with the forthcoming PlayStation networking system, which could combine up to eight Sonys at once for the ultimate racing title (this is still up in the air at the moment, so don't blame us if it all goes horribly wrong).

Adding to the atmosphere is an inspired source of licensed soundtrack: as well as Murray Walker's commentary and sampled effects straight from the race track, SIE have licensed three music pieces from noted US axe-wielders Joe Satriani and Steve Vai. An additional 12 rock tracks are currently being put together in Psygnosis studios (from which emanated the superb *WipeOut* tracks which were arguably better than the licensed ones).

As you can see from the screenshots, *F1* is already looking hot and these shots are taken from an early version of game which promises to be far, far superior when the title is finally finished. Rest assured, we'll be following up this report with the full review just as soon as the game is 100% complete.

ENTER... MURRAY WALKER

Let's face facts: Formula One just won't be quite the same without Murray Walker when it transfers to ITV. Luckily, PlayStation fans will get the benefits of Mr Walker's unique insight into the world of Formula One racing in this video game. A gargantuan hour's worth of commentary is slated to be included in the game, with the PlayStation making full use of the ability to lift tracks straight from the CD. These vocal tracks are spliced with in-memory speech (such as track and driver names) to create a seamless, impressive commentary which hopefully will lack the boring, repetitive nature of the speech included so far on the slew of soccer games.



▲ *Dear old Murray kissing his puppy Buttons' paw.*



▲ *Damon's obviously repainted his car.*



▲ *Cor, it's like following him in a go-kart!*



▲ *Heh, you can even see his little head!*



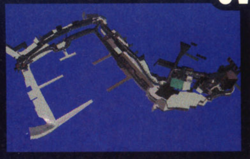


▲ It's sort of like an Airfix model, but in a virtual realm. So there's no messy glue.

▲ Look folks, it's Monte Carlo in wireframe form. Just wait until the details are laid on top.

HOW DO THEY DO THAT?

Bizarre Creations and SIE are mightily proud of the system used to bring accurate renditions of the F1 tracks to the PlayStation. Rather than laboriously hand-designing the polygon courses (as SIE did with *WipeOut*), the team have created their own track editor which allows them to splice track and scenery together at record speeds, thus ensuring that all 17 official F1 tracks will be ready for inclusion by the time the game launches in Summer. Each track is comprised of around 60,000 to 90,000 textured polygons and look uncannily like the real things. In fact, every major building, land-mark and advertising hoarding is present. The only notable omission is the lack of cigarette advertising on the trackside, but we're sure you could live without that. A team of five people is responsible for this area of the game alone, and they're constantly comparing their work with official FIA track stats and video tapes of Formula One races. The result is most impressive indeed.





▲ This is the amazing steering device being constructed for the game. SIE are really going for the full-on experience.



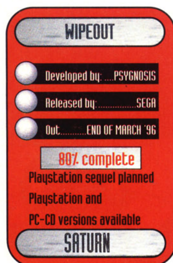




G-FORCE!

Two distinct modes of play have been programmed into *Formula One*, designed to appeal to both arcade racing fans and simulation types. As you might expect, the former mode is very much in the style of *Virtua Racing*, but benefits (of course) from all of the official frippery and the 17 real tracks. Most emphasis is on the power-drift effects and 90 degree hand-brake turns. The Simulation mode takes you through the entire Grand Prix season and offers a radically different game, with simulated G-forces, "proper" response from your car, team tactics, and car customisation all playing a major part in your racing performance. This latter option is still very much an arcade game, but includes a lot of the realism you would expect from an officially licensed F1 product.

wipEout



Wipeout on Saturn? Only a couple of months ago it seemed like a ridiculous rumour, but it's all true. We should know – we've played it!

We confirmed the story only a few months back in our January issue, but already the Saturn version of *Wipeout* is nearing completion. In fact, its release has already been set for the end of March! Everything to do with this game seems to happen at super-speed, so before it zooms right past us here's a close look at the actual Saturn version!

For video game historians (when they exist in the year 3000AD), March 1996 will no doubt be known as 'The Month That PlayStation Games Were Converted Onto Saturn!". However, as far as big names go, the most important PlayStation-to-Saturn conversion has to be Psygnosis' incredible futuristic racing game – *Wipeout*. The game was a sensation when it was first released, taking people's expectations of 32-bit gaming further than ever previously imagined. In fact, the success of the PlayStation's UK launch could well be attributed to this game alone, seeing as it sold virtually one-for-one with the machine during the PlayStation's opening weekend.

Of course, six months later, the Saturn version is unlikely to cause quite the same kind of mass hysteria. Nonetheless though, it's still a major title for the machine. *Wipeout* is still regarded as the PlayStation's best game and its conversion to the Sega machine is a definite boon for Saturn owners. Providing, of course, that the Saturn can deliver the goods. A feat which some people have scurrilously claimed it's incapable of. So to the big question – how does Saturn *Wipeout* compare?



THE COMPLETE KIT!

All the features of PlayStation *Wipeout* have made it into the Saturn version! You could look at it that way, or you could say that the Saturn conversion has nothing new in it. Whichever way you see it, the fact remains, there are seven tracks to race on, each with their own unique landscapes. Thanks to the Wipeout's futuristic plotline, the programmers have been able to let their imaginations run wild creating these fanciful tracks. Rollercoaster bends and slopes, churning multiple chicanes, massive canyon gaps and subterranean tunnels make this a racing game that's closer to the Death Star run than a Grand Prix at Silverstone. This should all sound, and indeed look, totally familiar to fans of the PS original, because, as our screenshots show, the tracks are identical.



FLOATING ON AIR!

It may seem pretty obvious that *Wipeout* is a racing game that doesn't use realistic cars. But unless you've actually played it, you may not realise how unusual the handling of the vehicles is. The anti-gravity element of the game is more than just a cheap plot device, the craft really do handle like they're buffeting along on a cushion of air. And the added element of airbrakes used for sharp steering, gives this racing game a really unique feel. From the pre-production version of the game we've played, the movement and handling of the Saturn conversion looks set to match the perfect feel of the PS version. The Saturn pads handle the game extremely well.



▲ *Learning to use the tight-corner airbrakes is an essential part of playing the game.*



▲ *The momentum of the ship is amazingly realistic. Especially when rolling downhill!*







▲ *The seventh track in Wipeout is set on Mars. It's perhaps the most impressive track in the game, but we forgot to get a picture of it. Here it is on the PlayStation.*



▲ *The starting grid! Super-stylish textured patterns give the game a brilliant science-fiction look.*



▲ *The angular hordings and waspish chevrons increase the feeling of speed.*



▲ *The distance clipping is the same as on PlayStation.*



▲ *Later tracks feature multiple routes. Some paths are trickier than others.*



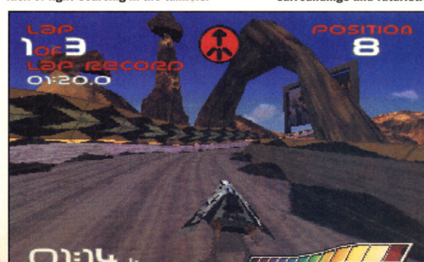
▲ *Coloured tiles on the floor either speed you up or arm you with a range of weaponry.*



▲ *There are slight differences, such as the lack of light-sourcing in the tunnels.*



▲ *The game features a bizarre mix of natural surroundings and futuristic structures.*



● *Clearly the makers of Wipeout live in some strange Loony Toons desert world or something. They think Earth looks like this.*

IN THE FAST LANE!

Saturn *Wipeout* is already running extremely fast. In fact, it's perhaps a little too fast, and Sega say the Psygnosis in-house team working on the game are going to slow it to the correct speed for release. The speed-freaks among you need not dismay though, because the turbo-nutter expert Rapier Class from the PS version is present. And from the pre-prod version we've played, we're pretty sure the Saturn can handle the hyper-fast mode with ease.







▲ *Some of the speeds you can reach in Wipeout are simply incredible. Rapier Mode is possibly the fastest race game around.*



▲ *Well, every game has to have an ice level, doesn't it?*



▲ *You get to face near-vertical drops like this!*



▲ **The Designers Republic (famous for album covers for Pop Will Eat Itself and The Shamen) were employed to design the score lettering, icons and texturing of the vehicles in Wipeout. Their logo can be seen on the some in-game billboards.**



LINK-UP OPTION NOT INCLUDED!

Yes, sadly it's true. As part of the deal in getting Wipeout and other Psygnosis games on Saturn, the first title has to be released before the end of March. As such the link-up cable is not ready for the game. We've been informed though, that future titles such as Destruction Derby will have the option.





SPOT THE DIFFERENCE

Now we know what you're thinking. There have to be some differences between this and the PlayStation version. Well, we'll tell you it exactly how we've seen it. Perhaps the most noticeable difference apparent in the pre-production version we saw concerned game's transparency effects. The shield power-up, rather than appearing as a translucent bubble around the ship, looks more like a grey filter. Likewise, the rocket emmisions have this same speckled effect. This, however, is something that we're told won't make it into the final version. Other than that, the texturing looks marginally less glossy than in the original. The most famous difference of course, is that the music tracks from Orbital, Leftfield and the Chemical Brothers are absent. No surprise seeing as they're signed to Sony Music.

The big difference that most people have been expecting though – namely poor clipping – isn't there. Saturn *Wipeout* handles the graphics every bit as smoothly as the PlayStation did. What glitches there are, can also be found in the PS version. And that's about it. Saturn *Wipeout* looks set to be a near perfect conversion. And it's possible that some of those minor differences we've noted may even be corrected before the final version is released. You can find out in the review next month.







▲ *Here you can compare the two versions. Silverstream Saturn.*



▲ *And here's Silverstream in the PlayStation original.*



▲ *NOTE! This dodgy filtering may change in the final version!*



▲ *Hopefully it'll look translucent as in the PlayStation version.*



▲ *The downhill slalom of the Karbonis course on the Saturn.*



▲ *And here's PlayStation Karbonis. Looks virtually identical, eh?*



▲ *Saturn Arridos. And as you can see we're in eighth position.*



▲ *And here we are in eighth again. That's how similar it is!*



▲ *This part of the Terramax course is particularly impressive. Constructed out of scaffolding, you can see through to the water below. All the graphical details of the PS version are faithfully reproduced on Saturn, although perhaps the resolution is slightly lower.*





▲ *Some of the advertising hordings in the game feature other Psygnosis PlayStation titles, such as Krazy Ivan. We can expect to see all these on Saturn eventually.*









ZERO DIVIDE GUIDE

After the likes of *Toshinden* and *Tekken*, *Zero Divide* is the only game that has come close to these PlayStation beauties, so by right we should give you a players guide to go with this ace game. Within the next four pages, we tell you how to play as the bosses and find the hidden pussy?? Plus how to change the colour of your fighter, and a rough breakdown of combos. Using the guide, you'll be able to work out how to string moves together allowing you to pull off more harder hitting combos. In the immortal words of XTAL, "Readee-ee GO!".

SECRET GAME

To access this hidden game, hold down Start and Select on the second pad and switch on the machine. Keep holding the buttons and the game will load automatically. Most of you will recognise this blaster from the SNES, yes it's *PHALANX*.







PLAY AS X-TAL (MASTER OF THE TOWER)

Complete the game on Normal or Hard setting, without using continues and you'll be able to control this rather odd looking character. If you think that your about to lose a game quickly press start on the second pad to stop the bout.

PLAY AS ZULU (1ST BOSS)



To play as the boss known as Zulu, complete the game using every character available. The easiest way of doing this will be, to set the game on easy mode and put the timer down to 30 seconds, now all you have to do is hit and run. Note, you may use continues to do this.

PLAY AS NEKO (THE FELINE FURBALL)



This is possibly the most interesting combatant in *Zero Divide*, Neko isn't featured as a boss but a secret character hidden within the tower. Neko can be accessed by completing the game using X-Tal and Zulu.

CPU US CPU

To watch the computer fight against itself, choose versus mode and start the game whilst pressing L1, L2, R1, R2. Now choose the characters you wish to view, take a seat and watch.

CHANGE COLOUR AND BODY STRUCTURE FOR ANY CHARACTER

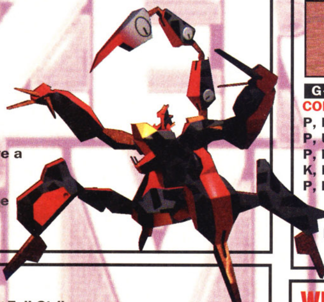
First finish the game. Then, when on the character selection screen, hold down Select in combination with directions on the D-Pad and any of the eight buttons. Every character has the total of 16 colours available to them. The changing of colour will also give the fighter specific body modifications.

Combinations are as follows :

Select +Circle	Select +Up Circle
Select +Triangle	Select +Up Triangle
Select +Square	Select +Up Square
Select +Cross	Select +Up Cross
Select +L1	Select +Up L1
Select +L2	Select +Up L2
Select +R1	Select +Up R1
Select +R2	Select +Up R2

NOTE: DO NOT FORGET TO SAVE THESE CHARACTERS ON TO YOUR MEMORY CARD.

Key :
F= Forward
B= Back
U= Up
D= Down
P= Punch
K= Kick
BLK= Block



All combatants have a simple Punch and Guard throw, this can be also be done from behind the opponent.

TAU

B, DF+K: Smashing Tail Strike
D, D, F+K: Move and Strike
Roll From Back to Forwards passing Down+P+K: Helicopter Spin





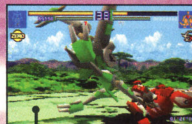


COMBOS
P, P, F+P, F+P = 4 HIT
P, P, F+P, K = 4 HIT
K, B+K, F+P, P = 4 HIT
K, B+K, D+K, F+K = 5 HIT
K, B+K, D+P, K = 4 HIT
F then DF+K, F+P = 2 HIT
F, D, B+K followed by D, D+K = 2 HIT (Double Knockdown)

ZERO

K, K: Double Kick
F+P+K: Flying Back Kick
BU+K: Backflip Kick





B, F+K: Heel Kick
B, FF+G+P: Suplex



G+P (from behind): Face Drop

COMBOS
P, P, K = 3 HIT
P, U+P = 2 HIT (Opener for more hits)
P, D+P = 2 HIT
K, K = 2 HIT
P, P, P, P+K = 4 HITS
P, P, P, F+P = 4 HITS (Opener for extra hits)
P, P, D+P, F+P = 4 HIT (Juggle)
P, P, K, D then F + P = 4 HIT (Knock Down)
P, P, D+P, F+P, D then F+P = 5 HIT (Juggle)

WILD 3

DF+P: Chest Stab
F, F+P: Low Gun Hit
P+K: Head Blow
D, F+K: Drop Kick
DF+K: Leg Sweep
B, B, F+P: Shoulder Barge
F, B+P: Elbow Drop
D, Hold Down+P+K: Choke Hold







COMBOS
P, P, K, K = 4 HIT
F+P, P, P = 3 HIT (Opener for extra hits)
F+P, DF+P = 2 HIT (Opener for juggle combo)
F+P, F+K = 2 HIT
DF+P, F, F+P = 2 HIT (Disable Strike) Continuing this move will paralyse your opponent.
DF, F+K = 2 HIT (Extra Hits available)

IO

D, F+P: Claw Strike



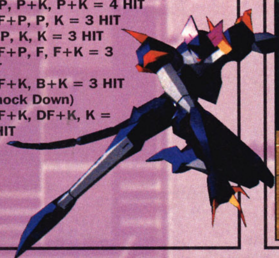
P+K: Shin Strike
B, D, F+P: Face Clap
F, F+G+K: Jump on opponent and Strike



D+P (when enemy on floor): Ground Hit

COMBOS

DF+K, K = 2 HIT
P, P, P, K, K = 5 HIT
P, P, P+K, P+K = 4 HIT
F, F+P, P, K = 3 HIT
F+P, K, K = 3 HIT
F, F+P, F, F+K = 3 HIT
F, F+K, B+K = 3 HIT (Knock Down)
F, F+K, DF+K, K = 4 HIT



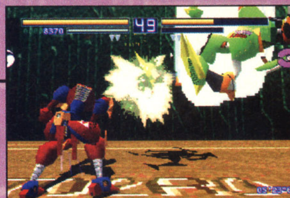
CYGNUS

U+P: Head Chop
UF+G: Defence Flip
B, F+P+K: Power Strike
Roll from F to DB+P+K: Super Sword
D, D, D+P+K: Death Spin
D, DF+G+P: Dodge and Slice

COMBOS

DF+KK = 2 HIT (Sweep)
F, F+P, P, P = 3 HIT
D, D, D+PK, P+K(TIMES 9) = 10 HITS
B+P, DF+P = 2 HIT
B+P, DF+K, K = 3 HIT
D, D, D+PK, P+K, B+P = 3 HIT
D, D, D+PK, P+K(TIMES 9), B+P = 10 HIT
D, D, D+PK, DF+P = 3 HIT
D, D, D+PK, P+K(TIMES 9), DF+P = 10 HIT
D, D, D+PK, P+K, P+K, DF+KK = 5 HIT
D, D, D+PK, P+K (TIMES 9), DF+KK = 11HITS (Awesome Combo Manoeuvre)









EOS

D, DF+P: Thigh Punch
DF+K: Floor Sweep
F, F+P+K: Bring the House Down
DF+P: Spinning Backhand
D, F+K: Power Heel Kick
B+G+K: Air Throw
F, F, DF+K(Up Close): Trip
B+G+P: Guard Opener

COMBOS

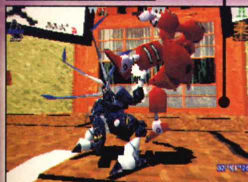
B+P, F+P = 2 HIT
F+P, D+P = 2 HIT
F, F, F+P, P = 2 HIT
D then F+K, DF+P = 2 HIT
NON-LISTED MOVE - F, DF+K = TRIP





ZULU

DF+K, K: Double Sweep
F+P: Duck and Punch
F, F, F+P: Back Hand
F+K: Side Kick
F, F+P: Elbow
F, F+K: Floor Sweep
D, F+P: Back Punch



F, F+P+K: Power Chop
B+K: Backflip Kick
D+K: Straight Kick
DB+K: Pivot Kick
DF+K: Shin Kick
UF+G: Defence Flip
D+P(opponent must be floored): Ground Punch



B, F, F+G+P: Suplex



COMBOS
P, P, P, B+K = 4 HIT
DB+K, K = 2 HIT
F, F, F+P, P = 2 HIT
P, P, F+P, F+P = 4 HIT(Juggle Opener)

DRACO

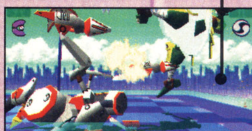
DF+K: Shin Kick
B, F+P: Head butt and Slap
B, D, F+K: Tail Strike
(When enemy floored) D+KKKK: Quadruple tail slap
COMBOS
F, F+K, K = 2 HIT
F+P, K, P = 3 HIT
P, F+PPP, D+K = 5 HIT





NEREID

B+K: Reverse Kick



D+K: Straight Kick
F+P+K: Face Clap
P+K: Feet Slide



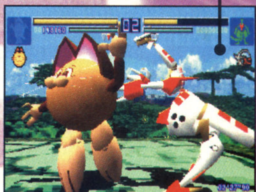
F, D, P+K: Low Double Drill



B, DF+K: Foot Kick
COMBOS
P, P, F+PP = 4 HIT (Opener For Extra Hits)
P, P, F+P, F+P = 5 HIT
F+P, B+P(TIMES3) = 4 HITS
B+K, F+K, P, P = 4 HIT
P+K+G, F+P = Block Breaker and Punch (1 HIT)
P+K+G, B+K = Block Breaker and Kick (1 HIT)
FF+P, F+P = 2 (HIT OPENER)

NEKO

Dance: G+P (Close)



Ball Attack: F, F+P



Double Mule Kick: F, F+K
Kick and Face Opposite Way: B, F+K
Roundhouse Sweep: DB, F+K
Reverse Cartwheel Kick: B+K



COMBO
P, P, P, B+K = 4 HIT
P, P, P, FF+P = 4 HIT

X-TAL

Roll Strike: F, F, D+P
Strike Floored Opponent: D+P
Clamp Attack: F, F+P
Hand Of God: G+P (Close)
COMBO
F+P, F+P, F+P, F+P, P = 6 HIT





Virtua Fighter 2

THE GREATEST GUIDE



PART 3: EXCITING TRIVIA!!

You've had the list of moves, you've had some basic techniques, you've had a load of secrets and cheats, and section three features even more tricks. We'll be updating you whenever we find anything worthwhile, so don't worry. Things we're trying to figure out are how to get out of Jeffry's Splash Mountain (it CAN be done), and a possible "Fighter's Eyes" view of the game while you're playing.

FLYING WITH THE VIRTUA BIRD!!

To make the Virtua Bird lift your player off the screen, play as Jacky or Dural in Arcade or Ranking mode until you reach Jacky's stage.



On Jacky's stage, press X+Y+Z on both controllers to call the bird.



Lose the first round, then, in the second round, run out of the ring and hold Up.



Keep holding Up until the Continue message disappears and Game Over comes up.



The bird will pick you up and take you off the top of the screen!



If you fall out of the ring backwards, you'll get an overhead view of your player being carried away. If you want to see it from the side, turn your character round and run forward out of the ring so that you don't fall over.

SECRET NAME ENTRY MODES!!

When you complete the game quickly or get a good score in Ranking Mode, you get to enter your name by beating up the letters. These cheats let you fight the letters in different ways.



1. First, either complete the game or do well in Ranking Mode so that you get to enter your name.



2. When the "Now Loading..." screen appears, hold the butons for these effects.

Y and L — *Slow motion (underwater)*

It's just like before, only slower, making it easier for gibbons (Tom G).







Up, Z and A — *Letters fight back as Shun*





X, Y, Z, L and R — *Letters fight back as Dural*







AKIRA

One interesting bug is that Akira can fire off rapid punches faster than any other character in the game, sometimes juggling an opponent for five hits!



To perform it, rapidly tap G, P, K in that order repeatedly.

G P K



Akira will punch quickly, kick, retract his kick and go straight into the next punch.



LAU

Here's a good way to punish annoying ducking foes.



Elbow them in the head (F+P) to make them stand up and stagger.

→+P

Now hit them with loads of punches and a Roundhouse (P, P, P, K) or three punches followed by another elbow – then start it all over again. Chee-eesy!

P P P K



SARAH

Sarah's knee is just as useful as everyone else's for starting juggle combos.



Use the Knee (F+K) to knock your opponent in the air.

→+K

↓+K K

Hit them with two quick kicks (D+K, K).



KAGE

Kage has got an extra move which can be performed when he's facing away from his opponent. Dural can do it too.



Turn yourself around with one of the moves marked "A" in our moves list (issue 171).

FOR EXAMPLE:

← ←+P ↗+K

Now press UF+K to perform a back-flip onto your opponent. Before launching himself, Kage hops, and this can easily fool your opponent into unblocking.



JACKY

Here are a few more variations on Jacky's knee juggle combo. They are all fairly easy to perform.



Use the Knee (F+K) to hit your opponent up into the air.

→+K

Try either a Low Punch, Kickflip combo (D+P, UB+K); three Lightning Kicks (D+P+K, K, K); a Hook, Roundhouse combo (G, P, K); or Low Back Knuckle, Sweep combo (DB+P, D+K).

↓+P ↖+K ↓ P+K+K K G+P+K

CHEAT MODE

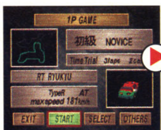
Cheat Mode's a fantastic name for a tips section, isn't it? Think about it. It's full of tips, and it's a section. It fits perfectly. Anyhow, in this month's mode we've got cheats galore, including the fantastic buggy mode cheat for Ridge Racer Revolution. If you've got some good tips or cheats – none copied straight from other mags, none you've made up, and none from old issues of CVG – then we might give you a few games. Also, we can't reply personally to letters, even if you include an envelope. Sorry. Just remember this little rhyme: Good cheats win you games. Send them to us....

CHEAT MODE,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU.

PLAYSTATION

RIDGE RACER REVOLUTION

Thanks again to friend of Maximum, Billy Mager for finding this secret mode. When starting a race, hold the ⓧ and ▢ buttons until the race begins. You'll now be playing in Spinning Mode, where the message **"Spinning Point"** appears before certain corners on each track. You'll now be judged on how well you spin around the corner, with triple spins (1,080°) being worth a fair few points.







One of the best secrets in **RRR** is this hidden **"Buggy Mode"**. It shrinks and compresses all of the cars, but leaves their wheels big, making them look like buggies. To access this, complete the Galaga '88 game at the beginning by shooting **all 40 ships in only 40 shots**. By the way, it's rock hard.





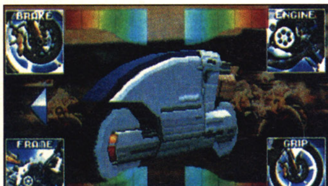




SATURN

HANG ON GP 95'

To access the amazing hidden bike, first win the extended couses so that you get the five extra bikes. Now play in Time Trial mode and get a lap time of under **29** seconds on Long Albatross Cliff Reef. The new silver rocket bike will be added to your collection.





SATURN

VIRTUA COP

Lots of owners of this game have been baffled by the Gun Select option which couldn't be accessed. Here's how to select it: Turn the game on and leave it until the SEGA screen appears. Now **hold C** and press ↓, ↑, →, ←, ↑, ↑, ←, →. You'll hear a noise and the option will be selectable. When playing the game, pause by pressing Start, then reload to cycle through all of the guns – including "Special", an extra fast Machine Gun with infinite ammo!







SATURN

TOH SHIN DEN S

To access the bosses – Gaia and Sho – go to the title screen and press ↑, ↓, ↑, ↓, →, ←, →, ←. You'll hear Ellis make a noise and when you start a game you'll see that Gaia and Sho have been added to your choices. This cheat also enable you to play as **Cupido**, a new character for the Saturn version. To select her, highlight **Sho, hold ↑, and press any button.**



Cupido's a female ninja with a giant scythe. She's a pretty good character.







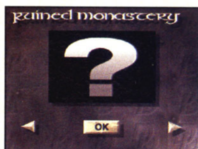
PLAYSTATION

DESTRUCTION DERBY

As you know, you can get the secret "Ruined Monastery" by winning the Championship. If, however, you're rubbish as the game, use this password instead: **REFLECT.**

To play with no damage, enter the password **!DAMAGE!**

Thanks to Chris Stones from Tadcaster, North Yorkshire for those.



PLAYSTATION

TOSHINDEN 2

In last issue's review, we told you how to access Master and Uranus, but only hinted at two other characters – **Sho and Vermilion**. To play as these two, complete the game on difficulty **level 8** as either of the bosses. They aren't that good really.









SUPER NES

DC2: DIDDY'S KONG QUEST

To access a hidden sound test and cheat mode, go to the game select screen (with One Player and Two Player options) and press Down repeatedly. It really is that simple.



PLAYSTATION

DOOM

To use any of these cheats, simply pause the game at any time and press the buttons in sequence.

Show whole map - **△, △, L2, R2, L2, R2, R1**
Show map items - **△, △, L2, R2, L2, R2, L2**
God Mode - **↓, L2, R1, →, L1, ←, ○**
Free items - **✕, △, L1, ↑, ↓, R2, ←, ←**
Level Select - **→, ←, R2, R1, △, L1, ○, ✕**
X-Ray - **L1, R2, L2, R1, →, △, ✕, →**



SATURN

SEGA RALLY

If you've got either the Japanese or British version of this game, not the American version, you can race against one of AM3. To do this, select Time Attack mode, and when the laps option comes up, highlight "3 Laps" and press **X+Z+C** at the same time. The game will start as usual, only the ghost car will ride off and get fast lap times (under 52 seconds on Desert).

PLAYSTATION

DOOM

As well as the cheats, we've got all of the level passwords from Ben Longdon, Herts. Cheers. They all start you with at least 100% health, many of them 200%.

2. Nuclear Plant	CR!3WDD3DB
3. Toxin Refinery	H6670JBQJG
4. Command Control	03LTJOY!02
5. Phobos Lab	H33!1HFTHK
6. Central Processing	04MSKZX9Z1
7. Computer Station	H4492GDSGJ
8. Phobos Anomaly	09SMBY04YW
9. Deimos Anomaly	H994VFHMFC
10. Containment Area	0!TLCXZ3XV
11. Refinery	H!!3WDGLDB
12. Deimos Lab	07QPDW26WY
13. Command Centre	C33VMWFTHK
14. Halls of the Damned	08RNFV15VX
15. Spawning Vats	H885YBJNBD
16. Hell Gate	FGZY5MMYMP
17. Hell Keep	HXX07TMHTA
18. Pandemonium	0YFGR93Z97
19. House of Pain	HYYZ8SLGSQ
20. Unholy Cathedral	0VBKS8628!
21. Mt. Erebus	HVV29RPKRT
22. Limbo	0WCJT75179
23. Tower of Babel	HWW1!QNJQS
24. Hell Beneath	01JCL68W64
25. Perfect Hatred	YBBKS88K8!
26. Sever the Wicked	02KBM57V53
27. Unruly Evil	H22V4NQBNL
28. Unto the Cruel	0ZGFN4!Y46
29. Twilight Descends	HZZY5MTFMP
30. Threshold of Pain	00HDP39X35
31. Entry Way	H00X6LSDLN
32. Underhalls	YQ76XCCPCF
33. The Gantlet	Y776XCC6CF
34. The Focus	F8RNFVVNVX
35. The Waste Tunnels	Y885YBB5BD
36. The Crusher	0L3!1HFTHK
37. Dead Simple	HLLTJOY!02
38. Tricks and Traps	YT!3WDDLDB
39. The Pit	HMMSKZX9Z1
40. Refueling Base	0S94VFHMFC
41. O of Destruction	HSSMBY04YW
42. The Factory	F4MSKZZSZ1
43. The Inmost Dens	HTTLCXZ3XV
44. Suburbs	0Q76XCKPCF
45. Tenements	Y558ZKK8KH
46. The Courtyard	0R85YBJNBD
47. The Citadel	HRRNFV15VX
48. Nirvana	0DX07TMHTR
49. The Catacombs	HDDHQ!40!8
50. Barrels of Fun	0FYZ8SLGSQ
51. Bloodfalls	HFFGR93Z97
52. Abandoned Mines	0BV29RPKRT
53. Monster Condo	HBBKS8628
54. Redemption Denied	0CW1!QNJQS

These secret level codes came from a bunch of people, including "Gogs" from West Yorkshire. Level 56 isn't actually called "Mysterious Something", Ed just forgot the second word. Pillock.

56. Mysterious Something	1XY!PCKNTR
57. The Marshes	NMLCJSGXZ1
58. The Mansion	YCW1!QQJQS

Boy did we get on the wrong side of some people last month! A couple of points in favour of the Saturn, and the entire PlayStation fan base is up in arms, ready to chew our limbs off! Hopefully Paul's response to those 'hurting' readers will help clear the air. Just remember, we're a games mag – not a hardware guide. Practically everyone has something cool to shout about this month. Few would argue that the scene has never looked brighter. By the way, we're opening up the letters pages as a forum for all the team. If there's something you want to take up personally with either of us, the writer or designer for that matter, will be happy to reply. Come on then!

Write to: IN THE BAG, CVG, EMAP IMAGES, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

in the

SACRILEGE!

Dear CVG,
I am a great fan of your magazine and have bought it consistently through 1995. You have been a great help in introducing the 'next generation' of console to the public with impartiality. However in recent months I believe you have started to show unfair bias toward Sega's wonder machine, the Saturn. You are saying that the Saturn will out sell the PlayStation because of three games. These games being *Virtua Fighter 2*, *Virtua Cop*, and *Sega Rally*. This is a view I believe is very short sighted. For a start, from what I have heard, the PlayStation has already out sold the Saturn three to one. This is also reflected by the HMV all formats chart (January issue 1996) where six PlayStation titles are in the top twenty chart, whereas there are no Saturn games in the top twenty. In the same editorial it is said that *Street Fighter 2* sold the Super NES, and that the same is likely to happen with the three games you mentioned and the Saturn. I think this is also untrue. For a start, *SF2* was a phenomena – everybody wanted to play it, and more still everyone wanted to own it on some format. *SF2* also started a new era and inspired many other companies to produce clones. After all, we wouldn't have such games as *Mortal Kombat*, *Virtua Fighter*, and *X-Men: Children of the Atom* if it weren't for the success of *SF2*. The three games you mention are all following existing trends. *Sega Rally* is following the tried and tested racing formula. *Virtua Fighter 2* is one of many popular beat 'em ups, and *Virtua Cop* is a gun-toting shoot 'em up (first used with such games as *Operation Wolf*). Now I know all these games are excellent examples of their genre



and may even be the best in their own areas, but unlike *SF2*, they are not likely to have every video game company want to produce clones of each one. And after all these excellent games, what's next? There doesn't appear to be many amazing titles coming to the Saturn (although there are a few) and most of them are being converted to PlayStation as well. However the PlayStation has a ready supply of forthcoming titles, such as *Heart of Darkness*, *Magic Carpet*, *Loaded*, and so on. The Saturn can't boast this kind of Software support. I'm not suggesting what 'next gen' machine people should buy, I am just stating facts. The Saturn is unlikely to sell on three games alone, though the three games will encourage people to buy Saturns. However the PlayStation at this stage has better software support than the Saturn and in 1996 the Nintendo 64 is coming. We will just have to wait and wonder.
Edward Fletcher, Sheffield

Dear CVG.
I am writing to tell you how extremely p****d off I am with your magazine. Over the past couple of issues you have gone on about how the Saturn is THE machine to own, and said that people who bought PlayStations were "fashion-crippled" and taken in by the hype. I have to completely disagree with you there because, if you remember, before Christmas you couldn't stop raving about the Sony machine, and advised many people to buy one – as I did. It was you that was taken in by the hype, but many loyal readers took your advice. Now, just a month after Christmas, you are saying that the Saturn is better, and that people who bought PlayStations bought them because they were fashionable. Thanks a f*****g lot CVG. It doesn't matter to you though. You can be as fickle as you like because all your machines are provided free, so it doesn't hurt your pocket. Me, I spent over £450 on my PlayStation plus games, and now you're saying that the Saturn's better on the strength of three games. Very good games, but only three nonetheless.
I have valued your opinions for over five years now, but when you tell us one thing as solidly as you did, and then change your mind a few months later (over Christmas of all times), you can't help but be more than a bit disillusioned and also extremely annoyed. I just hope that you are wrong about the Saturn, and that I haven't got a piece of useless grey plastic stuck by my tele.
You'll probably say I'm jealous or whatever, but I just want an explanation as to why you seem to have jumped onto the Saturn bandwagon so quickly. Maybe it's because of three high-profile games. Maybe you've fallen into the hype trap once again. I did. I believed your hype of the PlayStation, and look where it got me.
Anyway, despite what I've said, I still think your magazine is the best (if a little over excitable sometimes) and shall continue to buy it every month.
Tim Waterworth, Harrogate



bag

Dear CVG,
I've been reading CVG for some years now, along with thousands of other people, but I have to say that after reading the editorial by Paul Davies in the January edition many of those very same people may be having second thoughts about ever buying another issue again.
After making clear his delights at three forthcoming Saturn Games MR EDITOR's exact words were "I just pity those who couldn't hold their breath longer than September 29th". You see, I have just spent almost £300 on a Sony PlayStation, and believe it or not MR EDITOR I was delighted to do so, with or without your pity. Full credit is due to Sega and the Saturn for three superb new games, but your remarks on "pity" were disgraceful, and a slap in the face for me and thousands of others who invested in Sony's incredible machine. Definitely not the sort of words I expect to read in CVG, a normally unbiased multi-format magazine. You probably won't publish this but I've said my piece.



Martin Christie, Hamilton

CVG: At no time have I – or anyone else on the magazine – stated that one machine is better than another. My reference to September 29th was aimed largely at the proportion of PlayStation customers who had given up on the Saturn too soon, and bought something they believed to be the only credible option at the time – £300 is too much money to chance on hardware perceived as second rate. As we all know by now, the Saturn can, has, and will continue to deliver what Sega originally promised. And only those who own a PlayStation just because it's a PlayStation will continue to dispute the fact – the people I attacked for being "fashion-crippled". Of course I would hate to believe that anybody who reads CVG on a regular basis is guilty of being so lame, so I am happy to have been called to justice by Tim, Edward, and Martin. To finish I'd like to tell you that none of us here are in quite the lucrative position Tim supposes. The machines we have at home are not provided free. Of the 32-Bit systems, Jaime owns a PlayStation. Ed and myself have both. Admittedly skinflint Guise seems to have the switchable office Saturn on permanent loan! Point is we have no reason to favour one above the other. Great games are great games, and them's the breaks I'm afraid. But *Sega Rally* has, in no small way, boosted sales of the Saturn in the UK.
(Paul)



FATALITY IN PROGRESS

Dear CVG,
This isn't just a letter from another fan, this is a matter of life or death. When I last red the January issue of your fab' 'zine I was shocked. The blood started pumping through my veins faster than a comet ready to crash on the planet with the strongest gravity in the entire Universe (that's fast) when I read your little article about Saturn *Mortal Kombat 3* being the Ultimate version. I've just bought a PlayStation with *MK3* and now I'm just praying that you can help me with my question: Are there any plans for converting *Ultimate MK3* to the PlayStation? If there are none, please place an article about this injustice and add the address of Williams or Midway or whoever so that all PS owners and any other people who don't agree with this can write them a letter – 'cause if they don't I'll die a slow and very painful death. So please, help me. Thanks!
CVG: Williams can be contacted at this Fax number: 001 312 267 8435.

IK ÁRjLE KØØMPE NÉK
Geachte. Meneer,, Meurouw,,
Ik heb onlangs het spec Mortal Kombat 3 aongeschaft. eta wekem oefenen heb ik eem paak codes gevenden bu: kool stof, kooler stf, sound test. Mym roiag is hoe ik op de begeouafplaats kan komenuechlen
p:s: Iou ik aub eem antwooed teug kunnen ktygen met de code a.u.b.
CVG: Thanks. And a big hello to everyone on Epsylon from all the staff at CVG!

GAME FAN GOES SPARE

Dear CVG,
I am a proud owner of a 32X plus Mega-CD, and I was wondering if you could tell me how much I would get if I sold it. I have 21 games, two demos, four pads, 2 tips books, a disc cleaner kit, and a review guide. However, I don't have the boxes but I do have the instructions.
Graham Auld, Glasgow.
CVG: That's an enormous collection you have going for you Graham, and the list of titles you provided only makes my answer easier. Hang onto it all! You'd be crazy to get rid of it, for all the money you'd lose. If you're desperate to obtain a new system, assuming this is your situation, there are more cost-effective ways of getting results.



HOME FOR ABUSED CAT OWNERS

Dear CVG,
Please could you help a very disappointed Jaguar owner? First of all the main thing that drew me to buy the Jag was the advert which is in most games mags, which to me is now nothing more than hyped up false advertising, with no real physical support from Atari. I have had my Jag CD-ROM since mid October 1995. It came with three CDs, but only one playable game – Blue Lightning. Once played soon forgotten, the game is just a Lynx game with lots of cosmetics. So from October 1995 to the present day I have not been able to by a CD game. If Atari have any intention to keep up with Sony and Sega, this is not the way. If the PlayStation and Saturn had been out for more than four months with just one game they would not have had the fantastic success they have today. No matter what anyone says, Jag cart games are rare and the CD games just do not exist. Atari promised a handful of CD games before Christmas '95. False! Atari promised good games. False! Most Jag games are simply 16-Bit conversions, and nothing new. There must be a law against this sort of thing. I'm just one Jaguar owner, there must be more people out there who Atari have disappointed. Jag owners are like starved dogs begging for food. When other dog owners, who prefer other brands, are well fed! Atari, please don't forget about the people who fill your pockets. Is the company that started it all now dying a slow and painful death at the expense of others? Please tell me, are Atari deaf, dumb, and blind – they're stepping on the past, not going into the future.



Dean Bamford, Bramley
CVG: We know exactly how you feel, Dean! Unfortunately the future doesn't look like it's getting any better for the Jaguar – let alone the CD unit. In its present situation we feel that the Jaguar is just about capable of holding Cult System status, with a few unique prizes. Jaguar owners may find it worthwhile hanging back on investing any more money in the less-than-phat cat until Atari turn things around.

NEXT MONTH

What we have planned for you next month you cannot possibly imagine.

FOSTER'S FOSTER'S FOSTER'S

ALTHOUGH HERE ARE SOME CLUES.

TEKKEN 2 PANZER DRAGOON ZWEI QUAKE FIGHTING VIPERS VAMPIRE HUNTER RESIDENT EVIL KILLER INSTINCT 2 F1 VIRTUA FIGHTER 3 CHRONO TRIGGER WING COMMANDER IV WIPEOUT ULTIMATE MORTAL KOMBAT 3 LOADED MOTOR TOON GP2 GRADIUS DELUXE GUN GRIFFON KING OF FIGHTERS '95 EURO '96 KOOPA KAPERS INTERNATIONAL SUPER STAR SOCCER DELUXE

KEEP YOUR EYES OPEN WIDER THAN USUAL.

CVG 174 on sale APRIL 12

